THE UK'S NUMBER ONE NINTENDO MAGAZINE

Nintendo®

£1.95 MAGAZINE SYSTEM **OCT#1**

SUPER NES

SUPER NINTENDO

- ZELDA IV
- ROBOCOP 3
- TERMINATOR

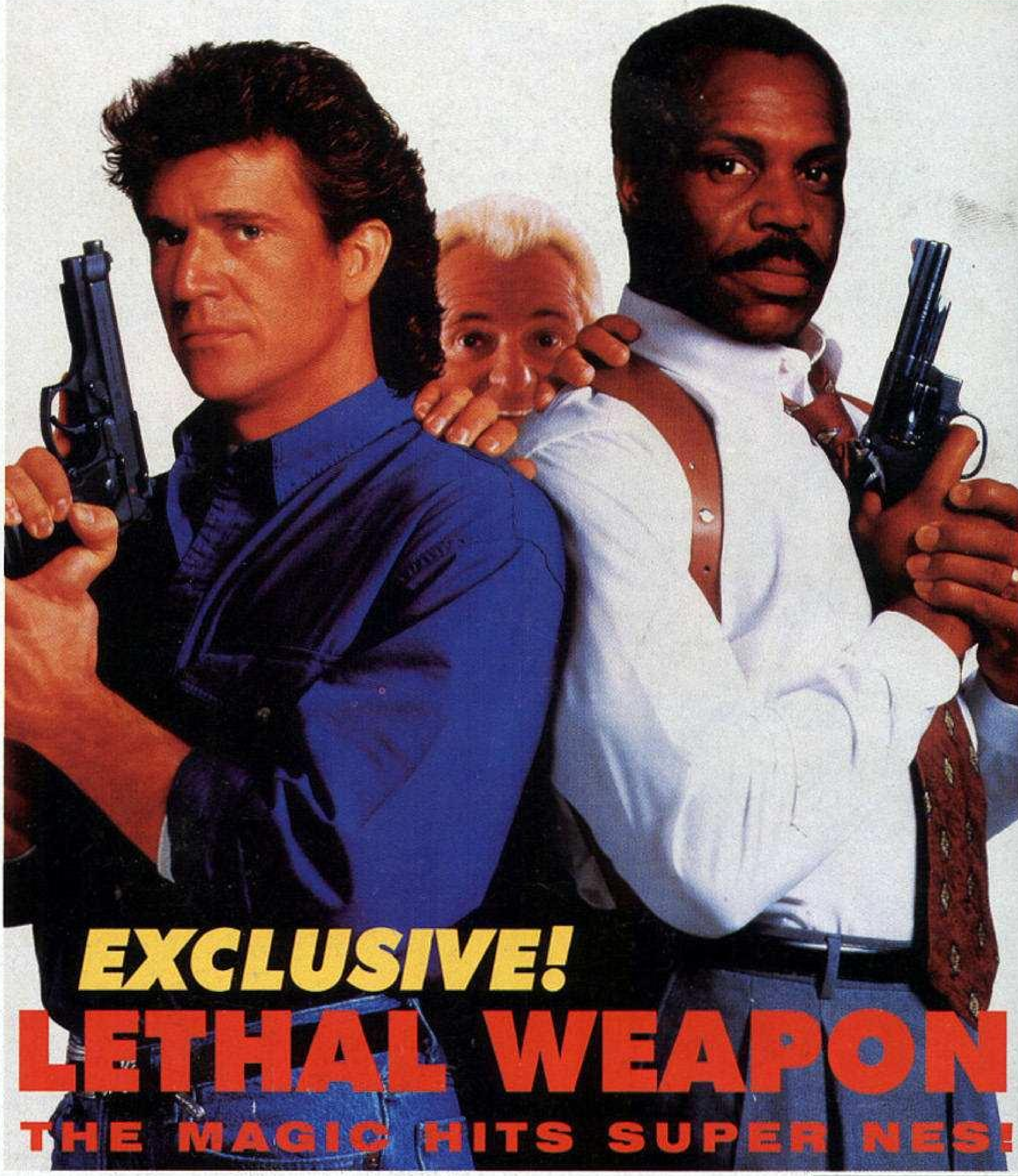
NES

- BATMAN: R.O.J
- ELITE
- DROPZONE

GAMEBOY

Nintendo GAME BOY

- SUPER HUNCHBACK
- SPECIAL SPORTS GAMES FEATURE



EXCLUSIVE!
LETHAL WEAPON
THE MAGIC HITS SUPER NES!

EXCLUSIVE!
SUPER MARIO KART

FIRST REVIEW OF THIS AMAZING RACE GAME!

OVER 250 GAMES REVIEWED INSIDE!

ISSN 0965-4240
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street cred, street wise, street talk, street...

...you know the rest.
It's coming soon.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Will you ever reach the end?

CONTENT

OCTOBER ISSUE 1

THE UK'S NUMBER ONE NINTENDO MAGAZINE
Nintendo
£1.95 MAGAZINE SYSTEM OCT#1
SUPER NES
NES
GAMEBOY
EXCLUSIVE! LETHAL WEAPON
EXCLUSIVE! SUPER MARIO KART

COVER STORY

The magic is back as those barmy boys in blue, Murtaugh and Riggs make their Super NES debut in Ocean's long-awaited Lethal Weapon licence. This is quite simply one of the hottest licences you're likely to see this year, and NMS has got the hot exclusive of what to expect when the game arrives. Turn to page 94 for more information.

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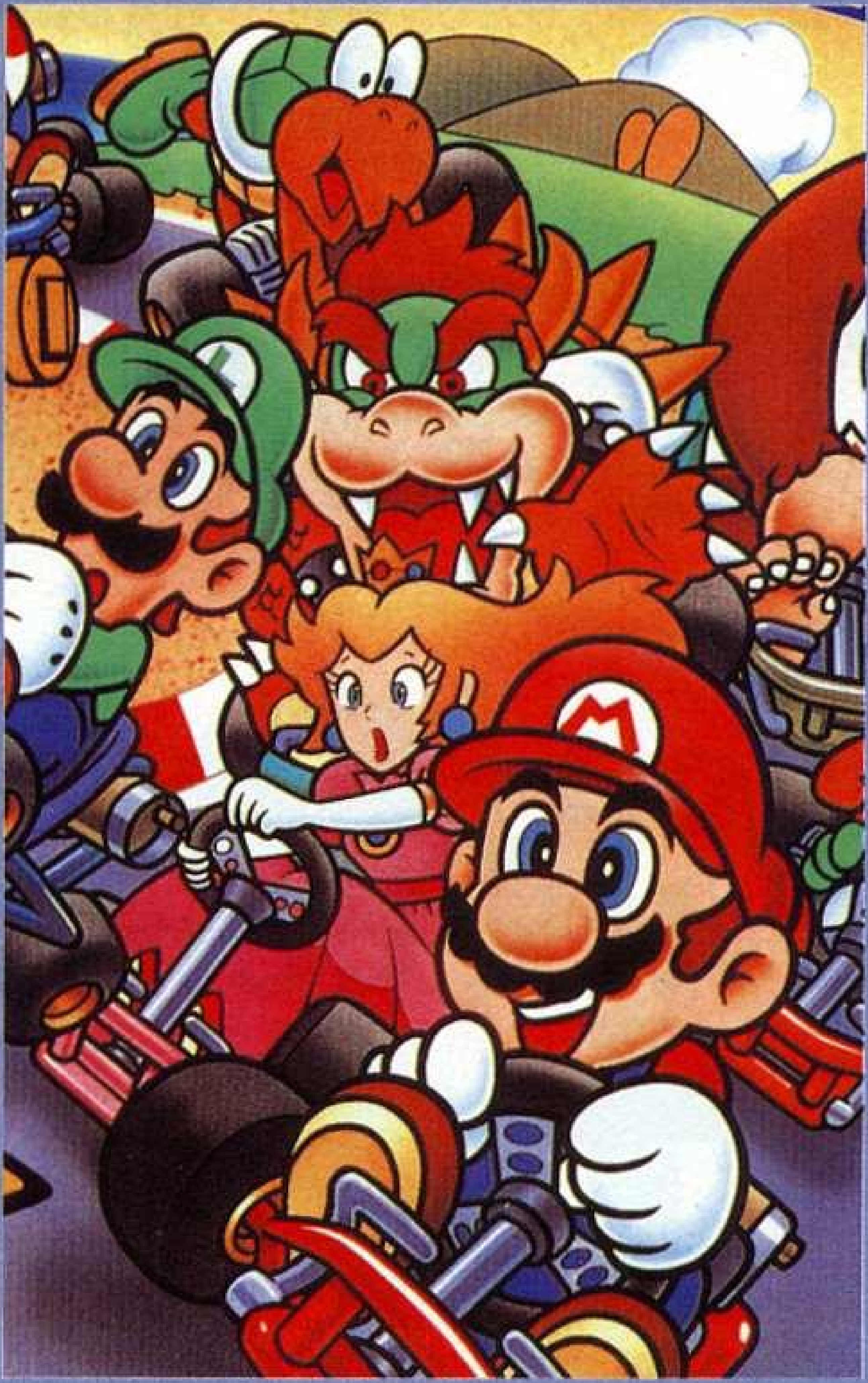
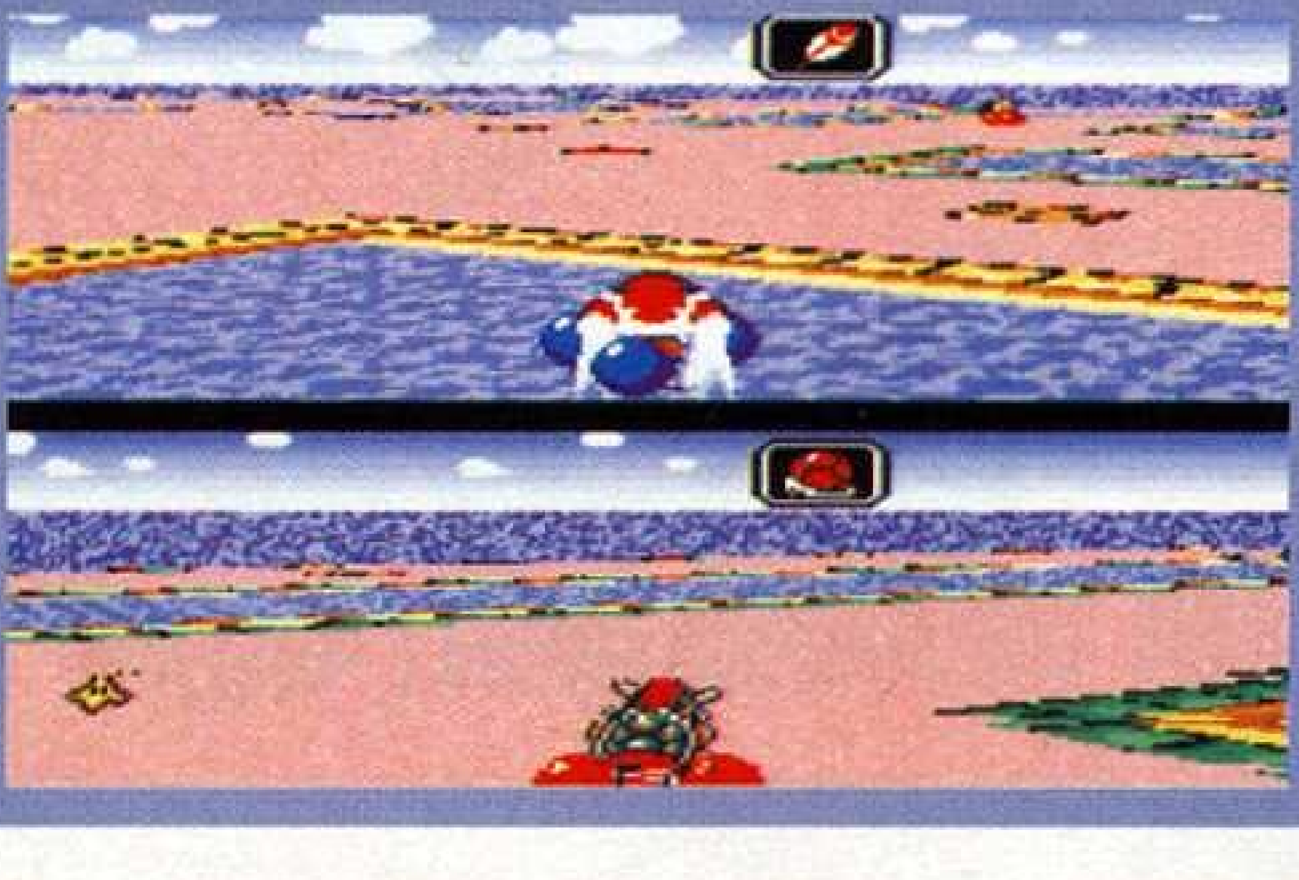
2.9.1992

SUPER NES REVIEWS

SUPER MARIO KART 20



Leaving behind his eternal battle against Bowser and Co., Mario is now set to outdo Nigel Mansell in the driving stakes. Check out our exclusive review and get ready for the ride of your life!



RIVAL TURF 68

Fightin' and fumpin' action as another humdinger of a scrap hits the Super NES. Are you man enough to take on half the world's thugs in a fight to the death? Nah, didn't think so...

FINAL FIGHT ... 72

Proving that the Super NES is unrivalled when it comes to coin-op conversions, Final Fight is here in all its glory. Stand aside as we show you what's what in street fightin' thuggery.

ZELDA III 76

For those of you who prefer something a little more 'deep', Zelda is here to give you all sleepless nights.

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In which the Editor of this milestone in magazinery spouts forth on a series of topics of his choice. Excitement guaranteed in copious quantities!

NEWS 10
Just about everything you wanted to know about the World of Nintendo is gratuitously exposed on these fine pages. Want to know about new games? Fancy boning up on all the new Nintendo hardware? Turn to these pages - NOW!

SUPER MARIO KART 20
It's the hottest new game since.... um, the last one, and it is completely brilliant! Super Mario Kart is the name of the game packing in all the thrills of high-speed kart racing and including all your favourite characters from the fantastic realms of Mariodom! Amazing! Check it out in this massive FIVE-PAGE review!

MAILBAG! 28
It's as sanitised as you could ever want it to be. The Mailbag, where you write in and get a gently humorous reply!

Q+A 34
Have you got a query about the zany, wacky wild world of Nintendo? Well then, put it down on a piece of paper and send it in to NMS. Jazza will examine the best letters and answer the queries contained therein on these pages!

SUPER GAME GUIDE 37
Tips! Tips! Get yer tips in this massive playing tips spectacular, boasting stunning guides to The Addams Family, F-Zero and Pilotwings for the Super NES! Cosmic!

BEAT 'EM UP COMPARISON 68
In this topper head-to-head review, Jaleco's Rival Turf and Capcom's Final Fight slug it out in a battle to determine which is the best scrolling beat 'em up on the Super NES. Which of these worthy contenders wins? Turn to page 68 and see!

CHARTS 82
Here at NINTENDO MAGAZINE SYSTEM, we just bet you want to know which games are shifting the greatest amount of units. That's why we've spent many hours putting together and then laying out these stunning lists of games. Ready yourself for excitement overload when you turn to these pages!

ADVANCE SCREENING 96
We've got a stunning eight pages packed with massive previews on the games that matter! Check out Lethal Weapon, Drop Zone, Dinosaurs, Axelay and plenty more besides in these thrill-packed pages!

GAME STYLES 104
In another brand new feature, Jaz gets hold of every example of a gaming genre and reviews them all so you can compare and contrast them and choose the cart that most appeals to you. This month, he's reviewing EVERY (and we mean every) sports game available for the NES, Super NES and Game Boy! Wow!

NINTENDO INDEX SYSTEM 108
Just about every game of true significance is reviewed on these pages, providing you with a definitive index to the software-related world of Nintendo!

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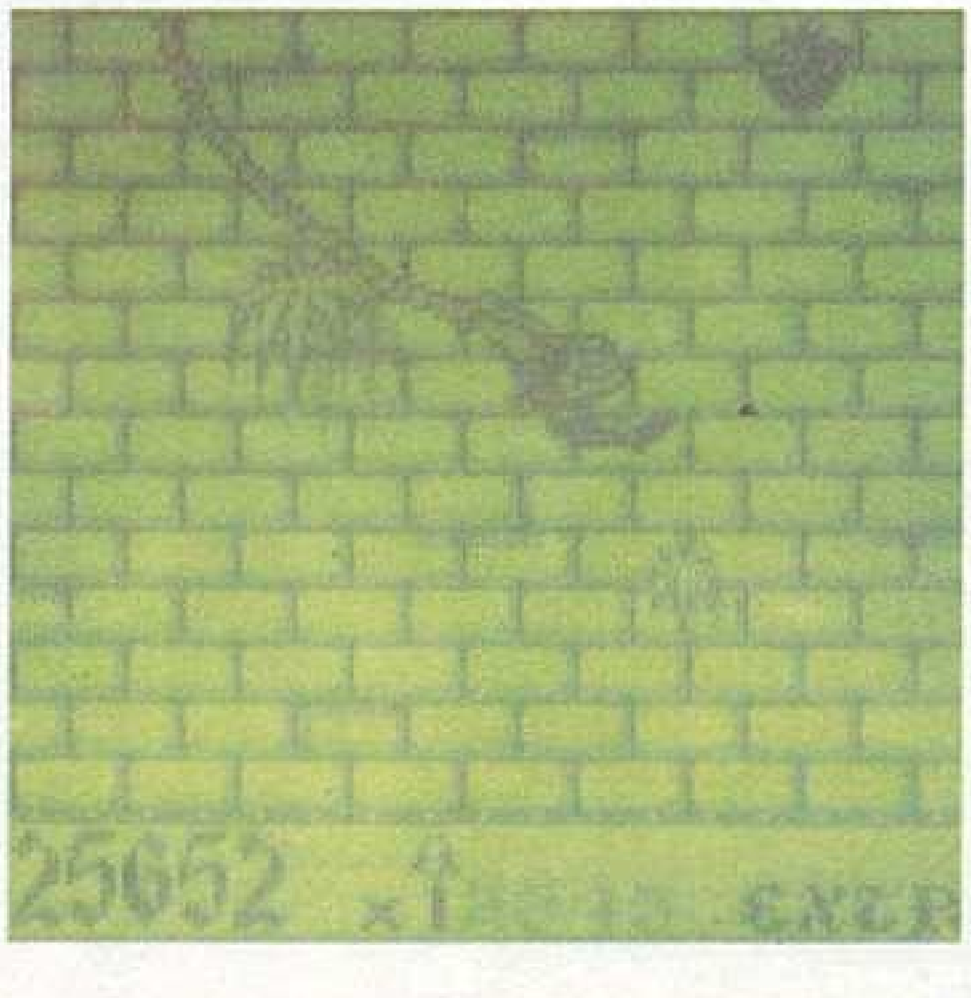
SUPER HUNCHBACK.... 64

An arcade classic hits the Gameboy in real style! Super Hunchback from Ocean is an all-new rendering of the ancient coin-op, packing in stacks of playability and super graphics.



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THANKS THIS MONTH TO:
Everyone who put in all the hard work to get this thing out on time...
SPECIAL NO THANKS: The stupid woman in a silver Renault 21 who didn't look and nearly smashed into my Peugeot GTI coming round the A13 Dagenham roundabout. Doh!
EXTRA SPECIAL DESIGN THANKS: Family and friends, my special little niece Winona, Jo, Sarah, Nick and the boys, Steve, colin, Apple, Adobe, Arkwrights, Nigel, Paradise Lost, and cats everywhere. Luv you!
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EDITORIA

WELCOME TO NINTENDO MAGAZINE SYSTEM

Welcome to this first edition of Nintendo Magazine System. And what a jolly good issue it is too, even though I say so myself. Packed with state-of-the-art reviews, high quality pictures, all your favourite regular MEAN MACHINES features as well as a load of new ones, a stunning free gift (worth an amazing £4.95!), 116 pages (miles bigger than any of the other Nintendo magazines - and next month we promise to be even bigger), fabulous layouts and all the hottest news, previews and tips around, I'm sure that you'll agree that this is the best console magazine ever seen!

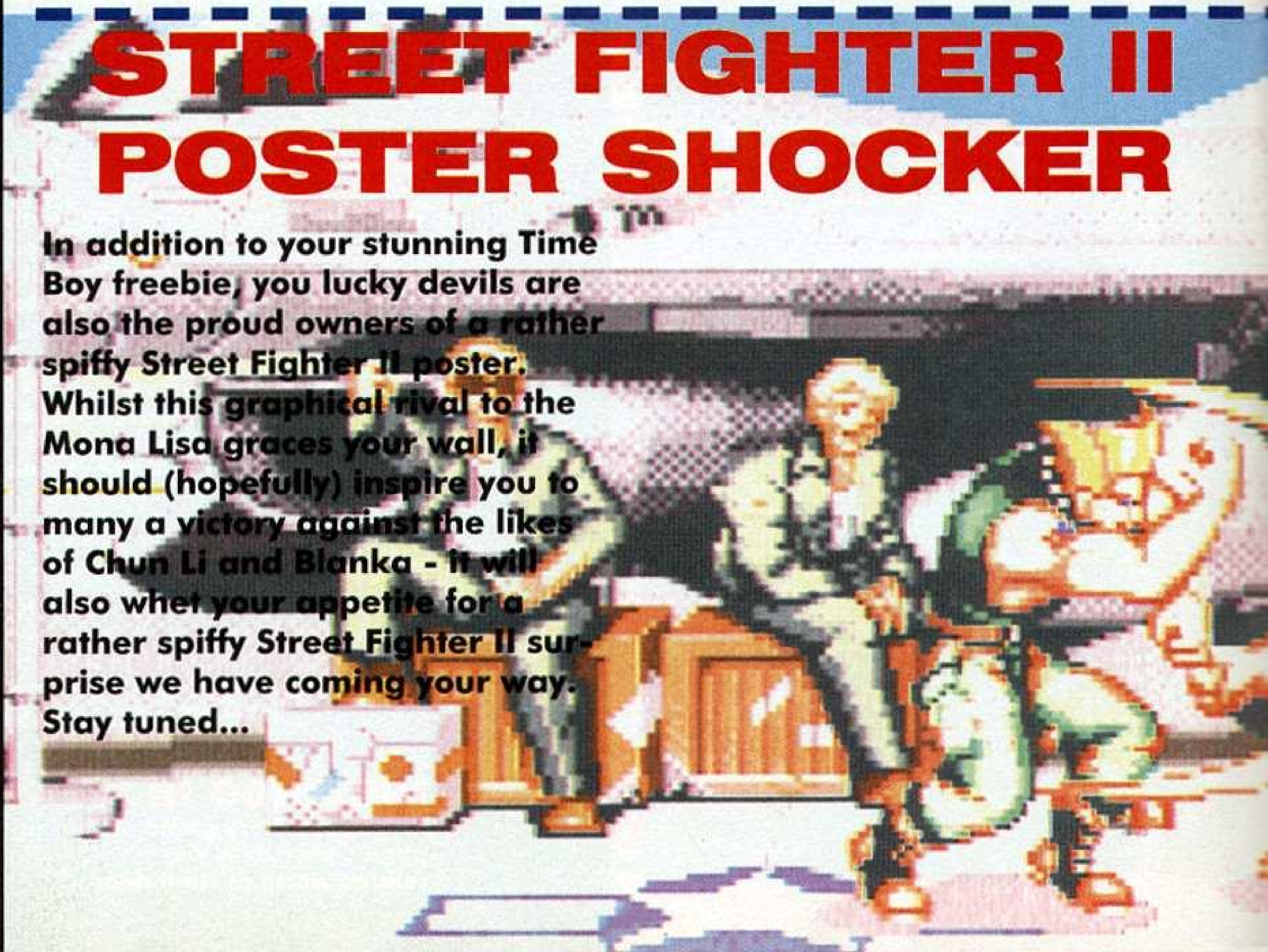
And this is only the beginning. Over the following months we'll be getting bigger and better and giving away equally spectacular gifts. So stick around and keep watching. You ain't seen nothing yet...

JAZ RIGNALL

NMS SYSTEM EXPLAINED

As can be expected from THE magazine for your Nintendo system, NMS is proud to present the most concise and informative scoring system you are ever likely to see. As well as the usual graphics, sound, playability, and so on, we also supply all the necessary information regarding a cartridge's memory, its availability, and detailed playing tips to help you get even further in your latest purchase. We also offer a comprehensive breakdown of a game's lasting appeal (ie. whether you'll still be playing it in a year), AND we also break it down further into categories, so that you'll know just how strained your brain will be in the latest RPG, or just how fast your fingers will need to be for the latest blasters. When we started this magazine we intended to be the best guide to the Nintendo software scene, and by golly, we've cracked it!

STREET FIGHTER II POSTER SHOCKER



In addition to your stunning Time Boy freebie, you lucky devils are also the proud owners of a rather spiffy Street Fighter II poster. Whilst this graphical rival to the Mona Lisa graces your wall, it should (hopefully) inspire you to many a victory against the likes of Chun Li and Blanka - it will also whet your appetite for a rather spiffy Street Fighter II surprise we have coming your way. Stay tuned...

NMS - YOU ARE CLEARED FOR TAKE OFF

The dreams of hundreds of industry bigwigs came true last month at a swanky London eatery. The top people of games publishers from around the world gathered in the exclusive Benihana restaurant for the official l(a)unch of Nintendo Magazine System. Not only did they chow down on expensive grub, but they had the enviable privilege of being able to rub shoulders with the likes of the NMS staff, the lucky dogs!

HIGHSCORE FIENDS AHOY!

Being the official Nintendo magazine, we only thought it right to incorporate an official Nintendo highscore table. If you have claims to fame in the large-scoring department, send in your scores on the form below to: OOO-AAAH LOOK AT THE SIZE OF THAT AND I'M NOT JIMMY CHINNING AT ALL, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Being the talented geezers they are, you'll probably see scores from the NMS team too – so get practising and don't let them take all the glory.

NAME:
ADDRESS:

GAME NAME:
SCORE:
GAME NAME:
SCORE:
GAME NAME:
SCORE:

NINTENDO PEOPLE SYSTEM

JULIAN "THROTTLE WIDE" RIGNALL
Wild-eyed bike fiend Rignall has just "invested" if that's the word in an imported (and therefore impossibly hip) Rideen CBR 400RR racing bike. Jaz enjoyed a particularly bowel-loosening moment the day be bought the bike when, after 250 hassle-free miles he encountered a super-slippy patch of diesel on the last roundabout before home. Much sideways four-letter hilarity ensued, but miraculously both man and machine escaped without a scratch.
CURRENT FAVE GAMES:MARIO KART, PILOTWINGS

STEVE "OOYAH! ME CHALFONTS" MERRETT
Oh dear. It's almost impossible to believe, but before he even started on this magazine, Steve suffered horrendous backdoor-style injuries. He'll be around next month, but until then please send all donations to the "Merrett big, soft cushion appeal".
CURRENT FAVE GAMES:SUPER MARIO KART, FINAL FIGHT

GARY "ONE HAND" HARROD
Such is hard man Harrod's legendary Streetfighting prowess that he has taken to challenging the more skilled office pugilists to bouts of one-handed fighting. "It's the only way anyone else stands a chance," boasts the mop-topped crayon merchant. The activities of his free hand thankfully remain a mystery.
CURRENT FAVE GAMES:SUPER MARIO KART, STREETFIGHTER II CHAMPIONSHIP EDITION

ANDY "LUCKY DEVIL" MCVITTIE
What a tough job Andy has. As Production Editor, all he has to do is sit around and read the team's excellent reviews. In fact, most of his "working" (pah!) day is spent playing all the new releases. "To get a feel for them," he maintains.
CURRENT FAVE GAMES:MICRO MACHINES, SUPER TENNIS, MARIO KART

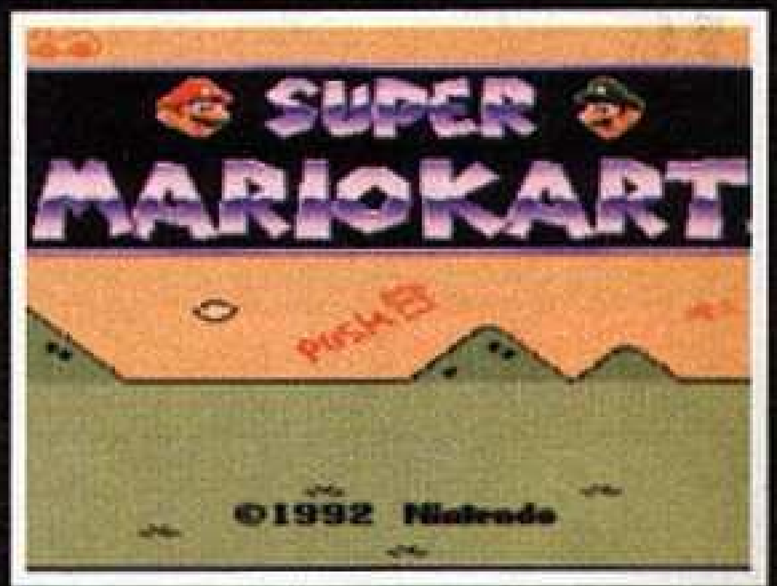
RADION "GRABBIT" AUTOMATIC
Poor old Rad. His normal mail-sorting 'n' reviewing duties were expanded to encompass all the screen grabbing action that no-one else fancied. "I regard it as a valuable learning experience and in no way resent Gary for making me do all those extra Batman pictures," he commented.
CURRENT FAVE GAMES: MARIO KART, MICRO MACHINES, FINAL FIGHT

ANGUS "BUSINESS SENSE" SWAN
Enter the team's token Scot. Hard caledonian Gus arrived swaggering into the office one afternoon and demanded his job in between swigs of whiskey and mouthfuls of cow pie. We dared not disagree and now Gus sits glowering at his desk refusing to review anything but the best games. Helpmaboab!
CURRENT FAVE GAMES:MARIO KART, SUPER TENNIS

PAUL "SEMI COLONS" DAVIES
Lucky old Paul! Being the newest member of the team he has been given the dubious honour of having to sort through the alpine range that is the NMS post bag each morning in search of only the finest quality correspondences. His other duties include such important tasks as tea making and going to the shop. And to think that he hesitated before joining the NMS staff!
CURRENT FAVE GAMES:BATTLETOADS, MARIO KART, AXELAY

NMS GAMES OF THE MONTH

THE LEGEND OF
ZELDA
A LINK TO THE PAST
©1991,1992 Nintendo



ZONE
GAMESMASTER ZONE
SEGA
SUPER NINTENDO

TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOI
AVOID WASHING MACH
SIDE-STEP GRANNIES

GAMESMASTER ZONE
GAME BOY
Commodore AMIGA
AMIGA

MASTER ZONE,

GE FRIDGES,

INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place There are literally hundreds of them. The latest and the greatest

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).

COMET
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GAMESMASTER ZONE
DISCOUNT CARD

The Zone is also a seriously hands on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

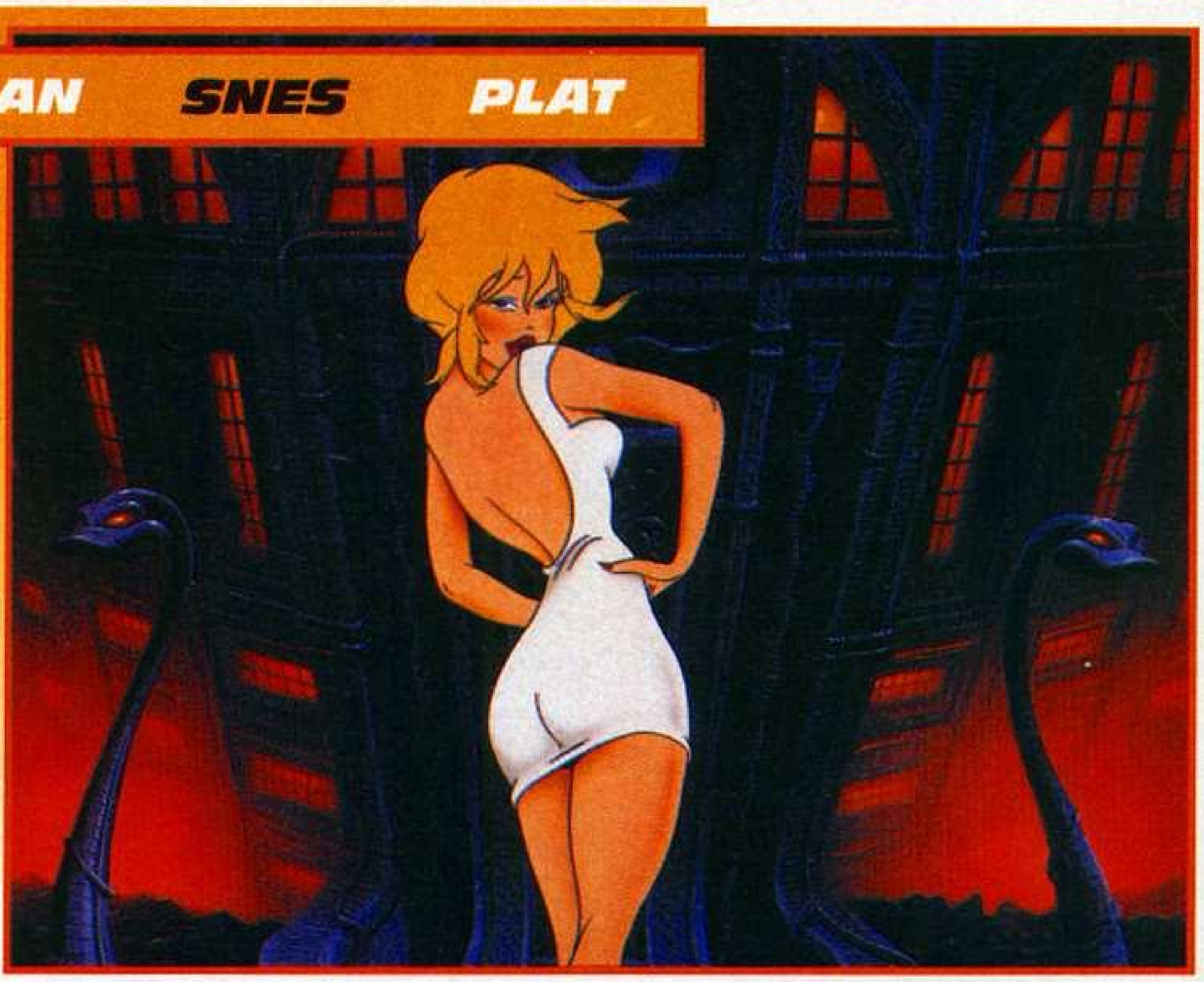
COMET
YOU KNOW WHERE TO COME.

NEWS

- NEW GAME
- FILM & TV
- COMIC
- REPORT
- HARDWARE
- ANIMATION

COMICAL GOINGS ON

● NEW GAME BY: OCEAN SNES PLAT



Ocean's Super NES game based on the forthcoming live action/animation film, Cool World, has been unveiled to NMS, and takes the form of a massive arcade/adventure. Following an excellent intro which shows the hero falling into the cartoon world (complete with stunning rotational sprite enlargement!), Cool World itself is a scrolling play area filled with puzzles and weird characters from the film - and a hero who boasts Bionic Commando-style extendable arms! As the hero, your aim is to fix a date with Kim Basinger's kinky alter-ego, Holly Would, and eventually escape from the mad-cap world. However, to do this requires money, and this is collated through a series of object-related puzzles. Graphically, the game captures the dark feel of the film perfectly, and a lot of the film's more unusual characters are instantly recognisable. Keep your eyes peeled for Brad Pitt's sneaky Private Detective too. There are still several ideas which need tweaking with regards to the gameplay, but Ocean hope to have Cool World ready for a Christmas release.

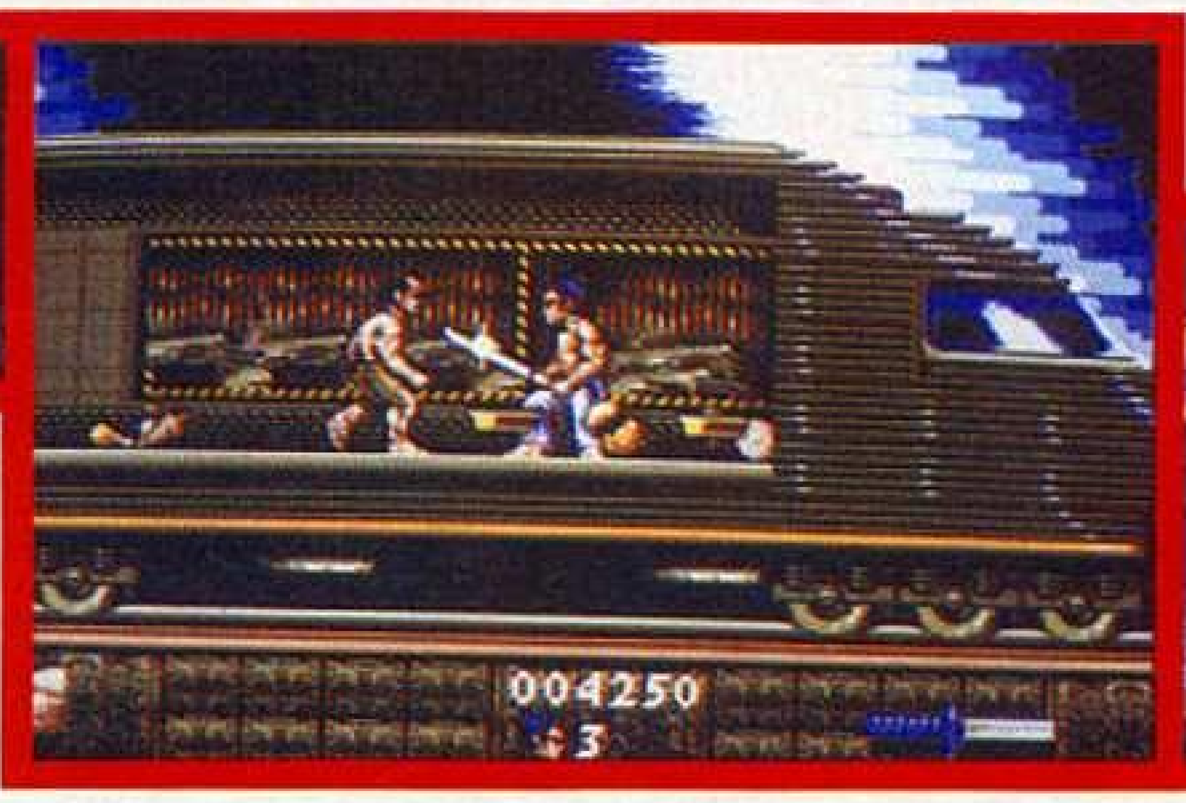
……

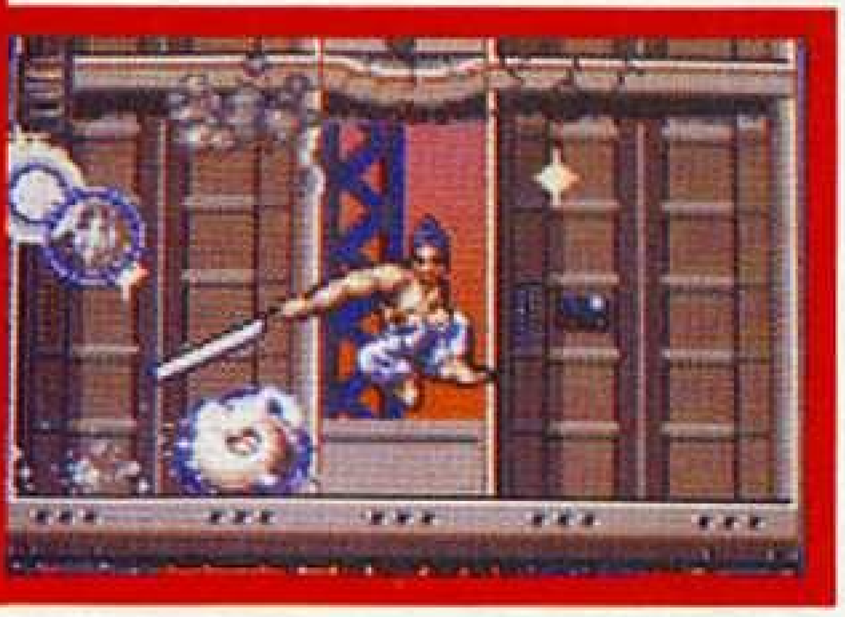
SUPER NES GETS SENSIBLE

● NEW GAME BY: SENSIBLE SNES SPORT

Word reaches us that development team, Sensible Software are set to start work on an Super NES version of their Amiga classic, Sensible Soccer. For those of you with their heads in the sand, Sensible has been billed as the only Amiga footy game better than Kick Off II - and now it's heading our way. The action is viewed from above the pitch, and a wide variety of kicks, headers and the like are all available. However, a Sensible spokesman said that they were aiming to make more use of the Super NES's control buttons, although he wouldn't elaborate further. In addition, they are also keen to take the original version's sound (which included roars, cheers, and even boos if you are playing badly) and expand upon this, too. Programming has yet to start, but as soon as there is something to see, you will be the first to see it...

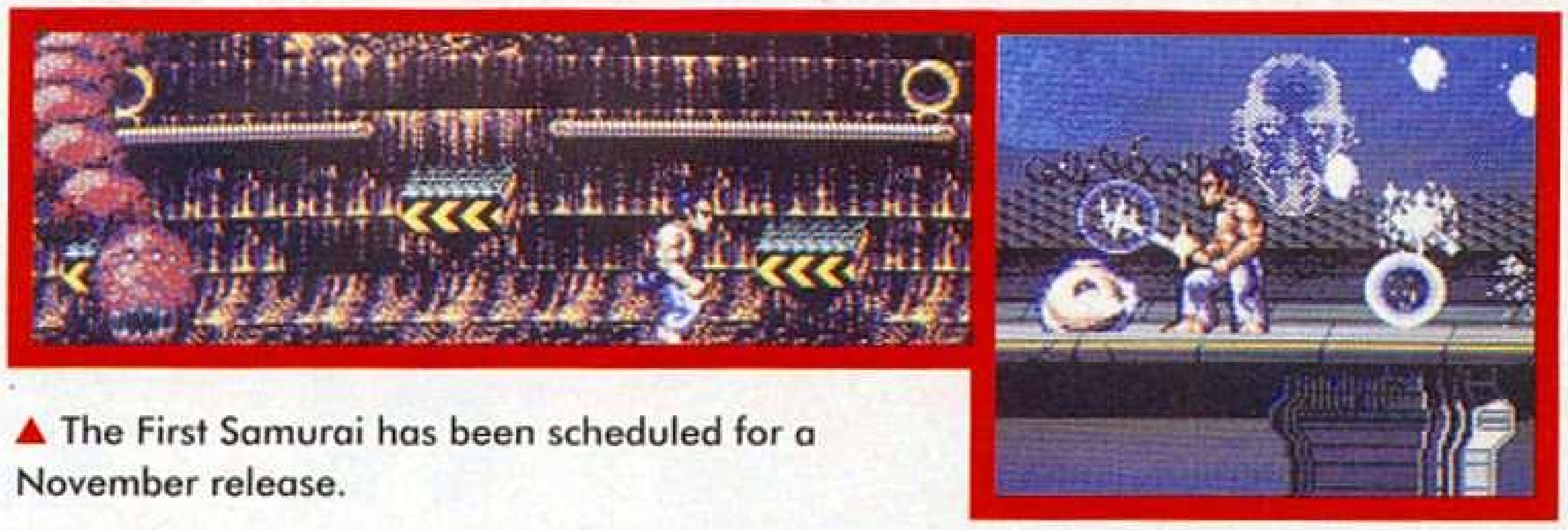
MORE SWORD PLAY





● NEW GAME BY: VIVID IMAGE SNES BEAT 'EM UP

Another Amiga classic currently undergoing the Super NES conversion treatment is Vivid Image's The First Samurai. Converted by Kemco, The First Samurai is a massive eight-way-scrolling beat 'em up, with the player assuming the role of the titular sword-wielder. The game's scenario tells of a mystical demon who has slain everyone in the Samurai's village, and consequently follows our hero's attempts at revenge. Armed with a sword and whatever else comes to hand, the Samurai explores each stage, solving a series of puzzles before eventually meeting up with the demon for a show-down at the end of the fifth stage. Kemco have been working on the game for over a year now, and it has to be said that it is looking very nice indeed. For instance, the animation on the main Samurai sprite has been improved over the Amiga version, and there is also more to do and fight than in the computer versions - so a great deal of blood-letting can be expected. The First Samurai has been scheduled for a November release, so stay tuned for a full review and news on a possible sequel.



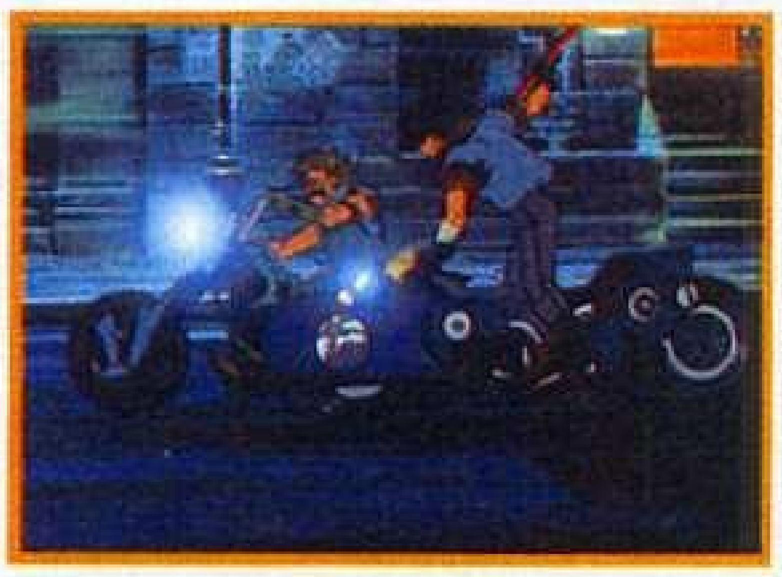
▲ The First Samurai has been scheduled for a November release.

BALDING BRIT TO PLAY MARIO SHOCKER

● FILM BY: LIGHTMOTIVE

Filming has just begun on the long-awaited Mario movie, starring not Danny DeVito as previously reported elsewhere, but British actor Bob Hoskins. The film is to be a mixture of live action and animation in a style similar to Who Framed Roger Rabbit, one of Hoskins' more memorable outings. King Koopa will be played by the scary man Dennis Hopper. What next? Rutger Hauer playing Princess Mushroom? The project is being produced by Lightmotive and distributed by Disney and has a possible Christmas release date (although knowing those pesky film people that could mean any time).

NORTH STAR SHINES ON NINTENDO



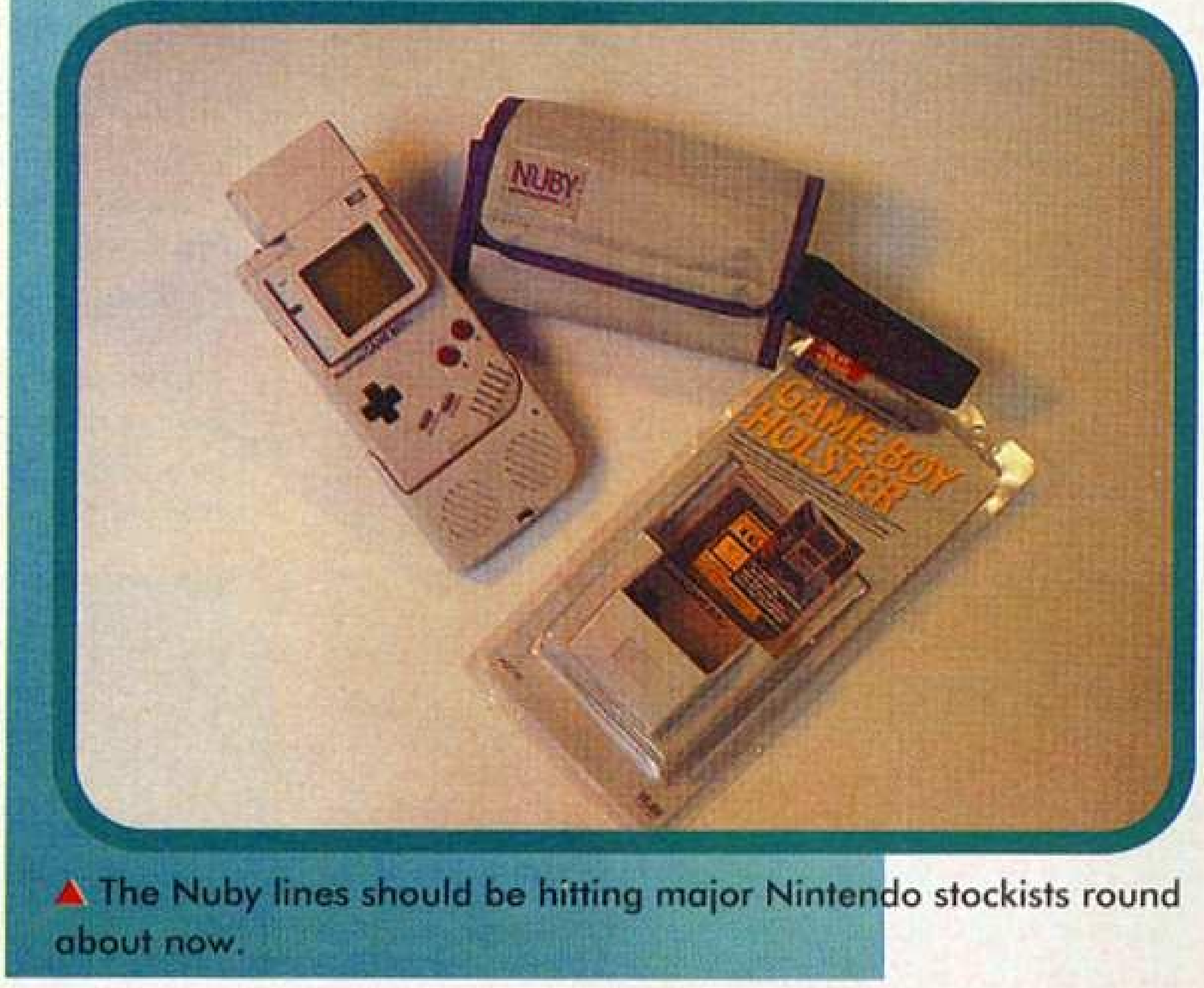
Fans of the ultra-violent Japanese cartoon Fist of the North Star will be overjoyed to hear that a portable Fist will be available as of this summer. However, those hoping for an inflatable replica of their hero will be a little disappointed, it is in fact a Game Boy beat 'em up based on Fist's head-exploding adventures. A Super NES role-playing game/beat 'em up is also currently in production, with the strongest man in the universe hunting down his hated enemies before smacking them about rather savagely. The Fist of the North Star film (certificate 18) is currently available on the Manga label from most stockists, priced £12. 99 for those not yet initiated.

● NEW GAME GAMEBOY

NEW GEAR FOR YUPPIE GAMESTERS

● ADD-ONS BY: NUBY

All you style-conscious Nintendo owners should take a look at the new range of products being launched by official Nintendo accessories manufacturers Nuby. These range from designer carry cases for Gameboy, NES and SNES to Gameboy skate holsters (guaranteed not to stop your Game Boy breaking when you fall off your deck, although they still look cool), cleaning kits for all Nintendo consoles and extension cables for joypad leads! There are also a few clones of Nintendo "own-brand" Game Boy accessories, including Gamelights, magnifiers and car lighter adaptors. The Nuby lines should be hitting major Nintendo stockists round about now.

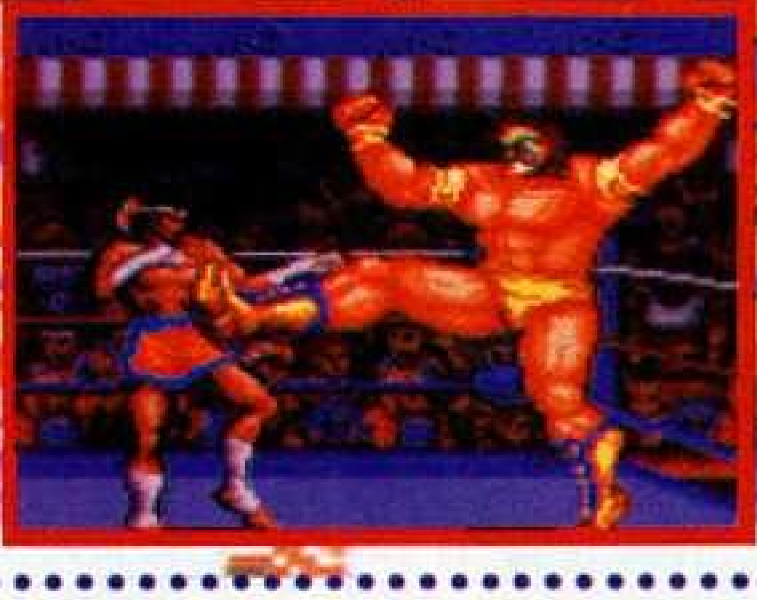


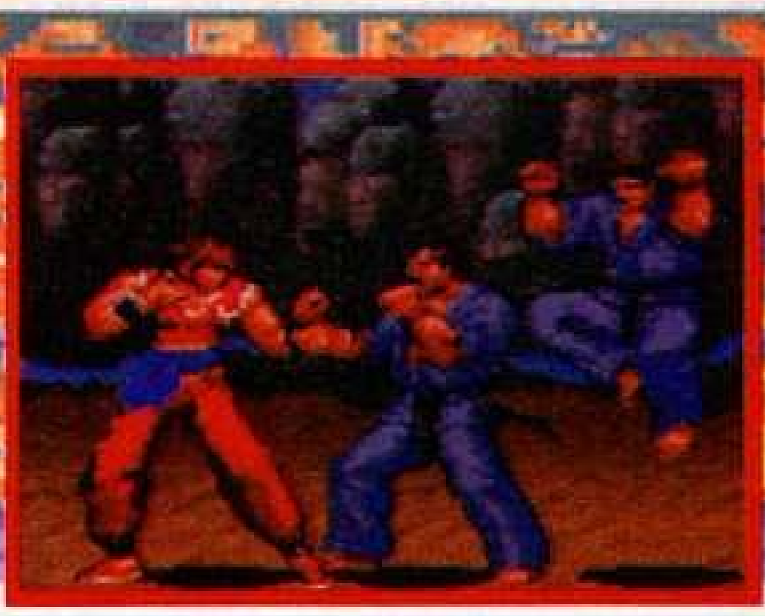
▲ The Nuby lines should be hitting major Nintendo stockists round about now.

STREETFIGHTING CLONE AHOY

● NEW GAME BY: CULTURE SNES ACTION

As if Streetfighter II wasn't enough, a new one-on-one beat 'em up called Golden Fighter has just been released in Japan by Culture Brain. It features a number of play modes, including wrestling, martial arts, sword fighting and a scrolling adventure in the style of the old Kung-Fu Master coin-op. There are loads of characters to choose from, each with their own special abilities and both one-player and head-to-head battles are open to the player. Jaz played the game in America earlier this year at the Chicago CES Show and reckoned it needed a fair bit of tweaking in the gameplay department to make it a decent game. If there are any plans for an official launch, we'll tell you.

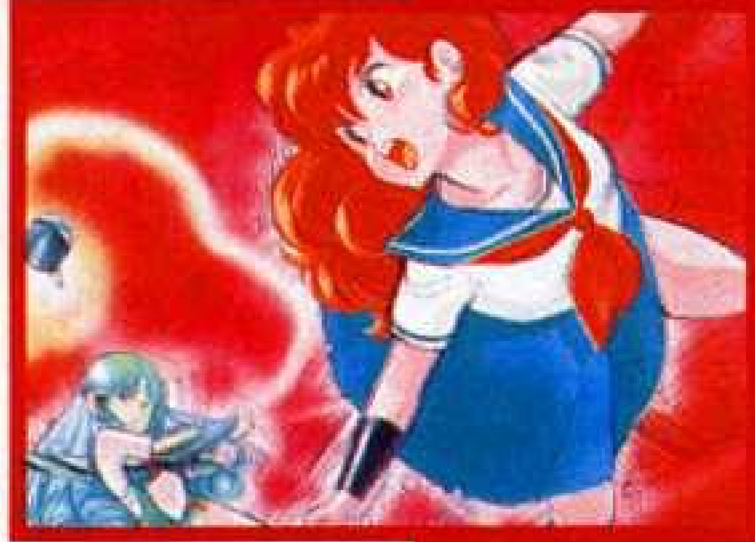




MANGA MACHINATIONS

● EVENT BY: MANGA

Yet more good news for fans of Japanese animation. A major festival of the stuff opens at the Institute of Contemporary Arts (ICA) in London on Friday October 23 and runs right through to Thursday November 5. Thirteen groovy films will be showcased, including well-known titles such as Fist of the North Star and Dominion Tank Police (Acts I and II). Four films will be shown every day in rotation. The highlight of the festival, titled Manga! Manga! Manga!, is arguably the special Halloween showing of Orotsukodoji: Legend of the Overfiend, the "controversial" epic of director Hideki Takamaya.



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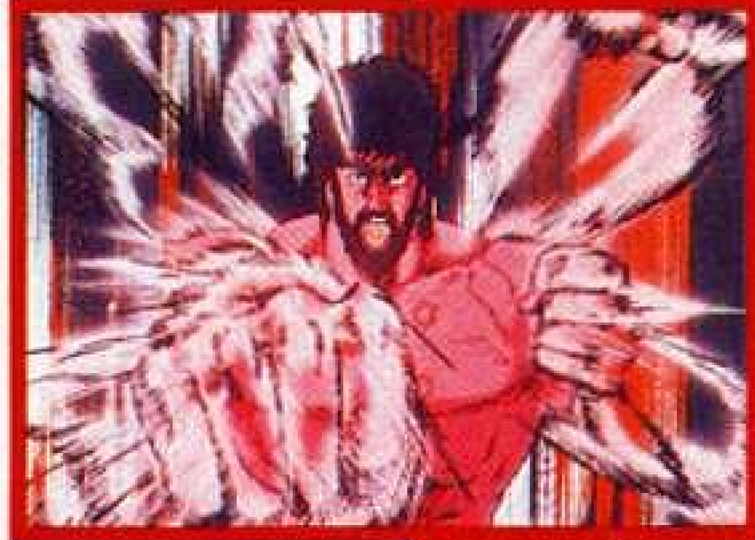
PROJECT-AKO



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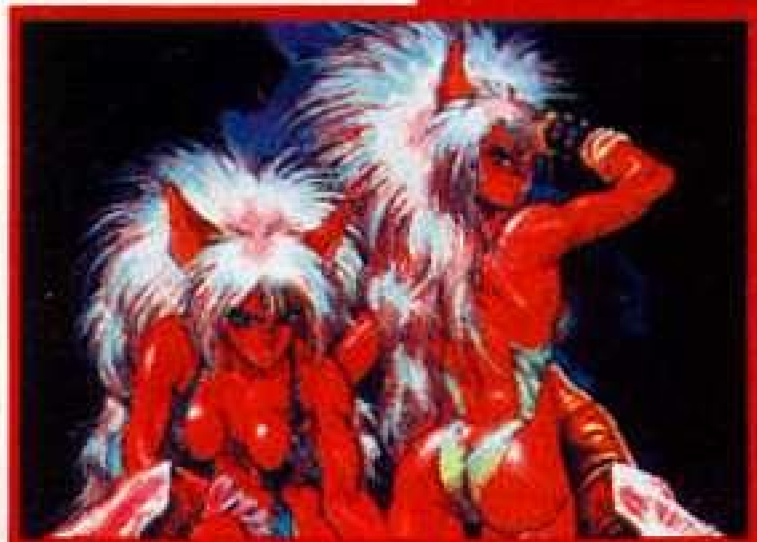
AKIRA



3

DOMINION-TANK POLICE

DAMME 'N' BLAST

● FILM BY: CAROLCO

This summer's biggest action film is undoubtedly Universal Soldier. It stars Dolph Lundgren and Jean-Claude Van Damme as two soldiers killed in Vietnam and brought back to life as genetically altered, superhuman killing machines, with all their previous lives erased from their minds. However, both of them start to recover their memories (sound familiar?), which unfortunately include a personal vendetta between nice war hero Luc Deveraux (Van Damme) and nasty old Sergeant Scott (Lundgren), with all sorts of deathery-pokery ensuing. Although there is no doubting that Universal Soldier is brill (which it is), you may be wondering what all this has to do with Nintendo. Well, there is in fact a conversion of the film streaking towards both the Game Boy and Super NES. The Game Boy version is pretty much a straightforward conversion of the old shoot 'em up Turrican, following the plot only very loosely and shaping it to fit the game. The Super NES version sticks much closer to the film storyline and features some great graphics and arguably some of the best sound on the Super NES yet. However, the game is still in the early stages of production over at Accolade and won't hit British shelves for a couple of months, so you'll just have to wait.

▲ However, the game is still in the early stages of production over.

- TOTAL CONTROL -

At Your Fingertips

Game COMMANDER
LICENSED BY
Nintendo
SUPER NINTENDO Game COMMANDER
L R Y X B A
SELECT START SLOW
Original Nintendo Seal of Quality
AUTO FIRE
TURBO FIRE
SLOW MOTI
SUPER NINTENDO
ENTERTAINMENT SYSTEM
imagineer
LICENSED BY
Nintendo®
Original Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Ergonomically designed for ease of use, the Game Commander joypad with its additional features makes games easier to get to grips with.

SLOW MOTION: Two slow speeds and a normal speed. Slow speed lets you master the game before you tackle it in earnest.

AUTO FIRE: Any or all of six buttons (**A, B, X, Y, L,** and **R**) can be set on Auto Fire, destroying those fearsome enemies before they can do any damage.

RAPID FIRE: One press of the button and your gun bursts into 24 shots/second. Some fire power Licenced by Nintendo with the seal of quality, the realibility speaks for itself.

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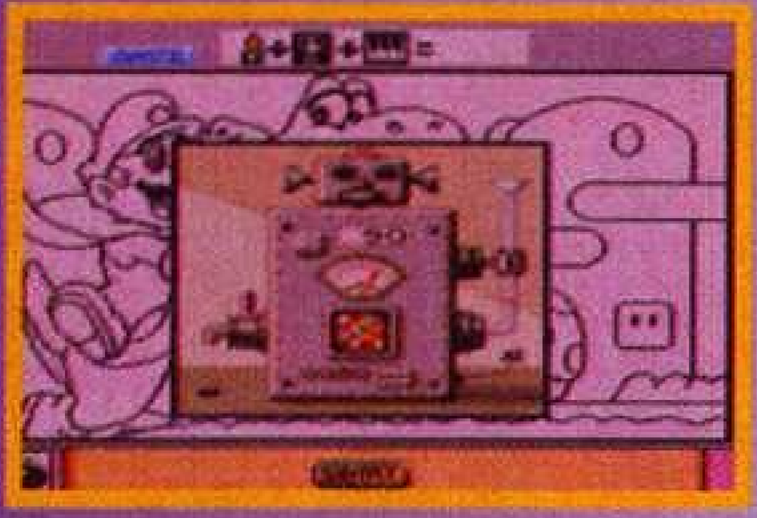
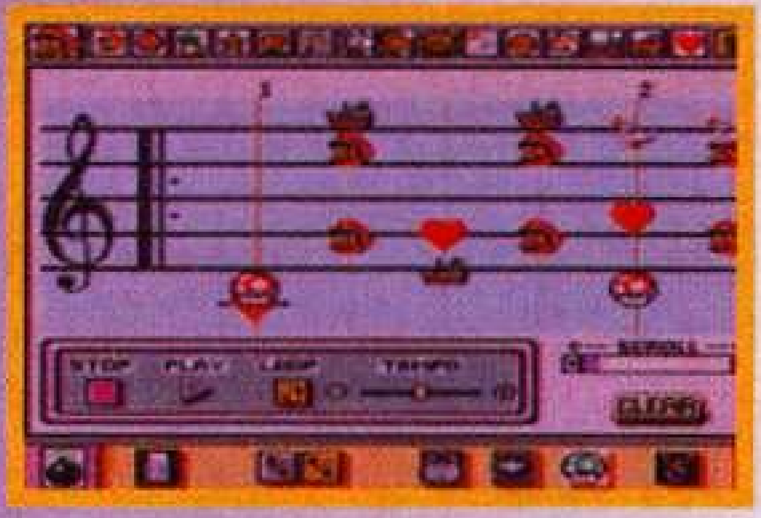
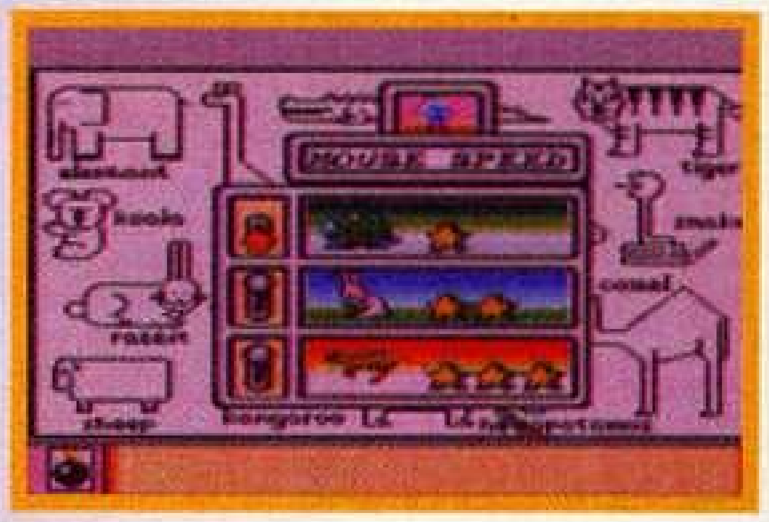


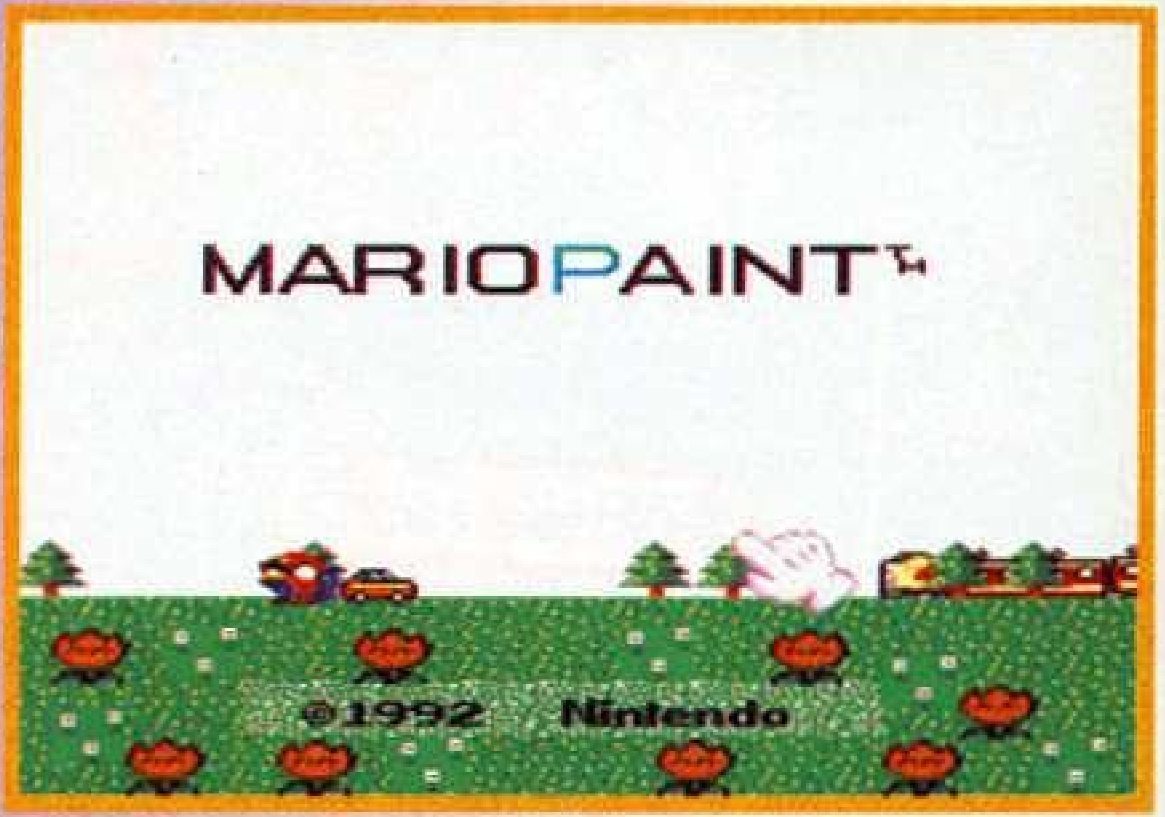




MARIOPAINT

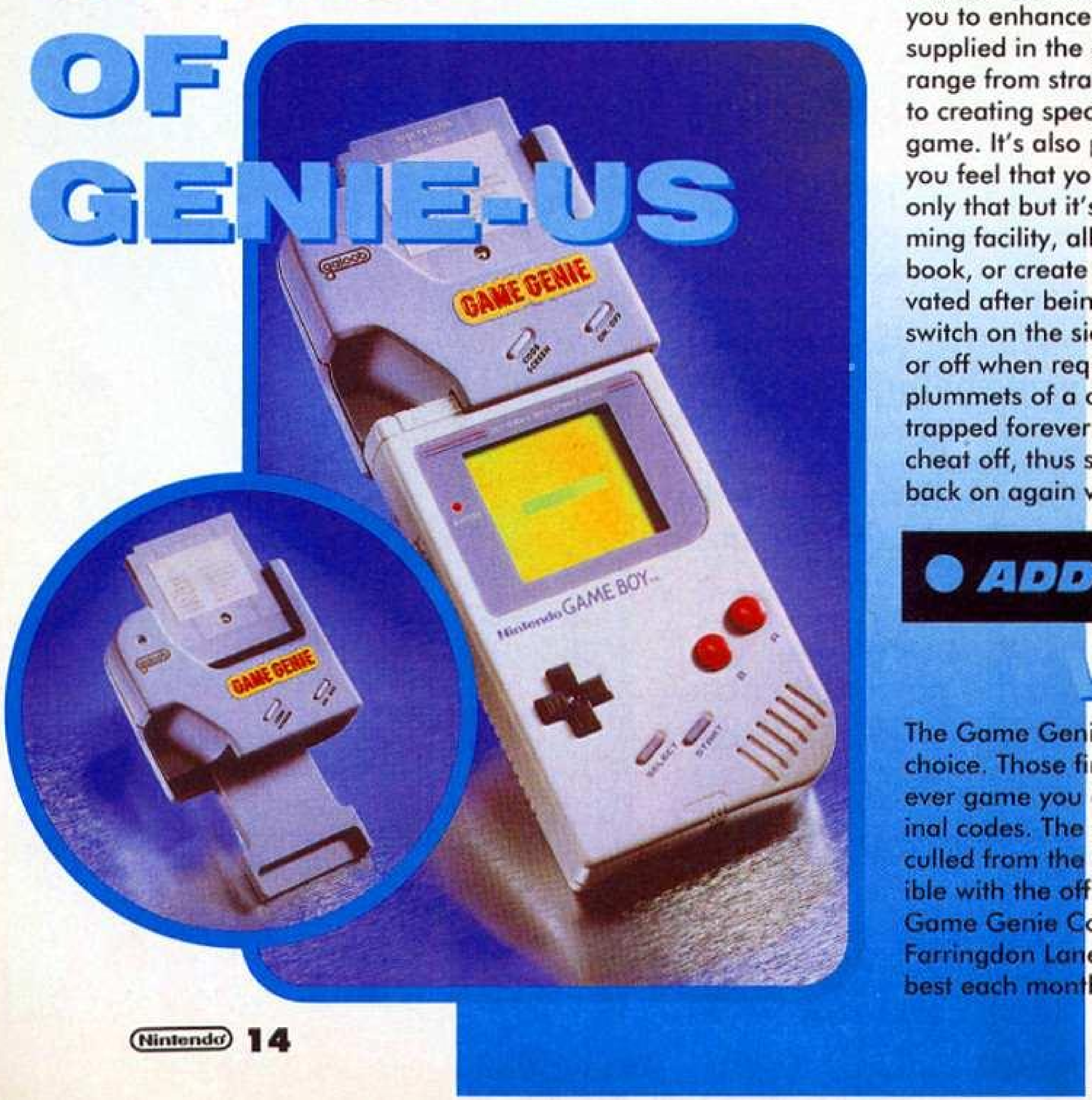
● NEW GAME **BY: NINTENDO** **SNES** **ART**

Not content with being the star of numerous platform, racing, puzzle and golf games, Mario is now the face of a new SNES art utility, called Mario Paint. The title allows SNES owners to paint and draw their own pretty pictures and graphics then animate them if they so wish. There is an all-important save and load facility for storing your masterpieces so you can show them off at a later date (in a video gallery or something probably). But that's not all! There's also a music facility which allows you to compose your own masterpieces! It doesn't matter if you can't read music, as cats, cows, Game Boys and other weirdo noises comprise the notes, all of which are represented by a self-explanatory symbol (eg a cow or a cat). To top it all off, the package is all controllable via the Mario Mouse (supplied with the software), so there's no pointless faffing around with a joypad! Mario Paint will be available in this country in October, so watch out for full previews and reviews over the next couple of months.



▲ Mario Paint will be available in this country in October, so watch out for full previews and reviews over the next couple of months.

STROKE OF GENIE-US



Having sold untold thousands of units on the NES, Hornby Hobbies are now looking to repeat this success and are unleashing their ultra-popular Game Genie for the Game Boy. This handy widget allows you to enhance games via the use of codes, hundreds of which are supplied in the code book included with the cart. The enhancements range from straightforward infinite lives routines and so on through to creating special (and some downright weird) effects to spice up the game. It's also possible to make games harder for yourself should you feel that your cart lacks the necessary element of challenge. Not only that but it's possible to discover new codes with the programming facility, allowing you to modify games not included in the code book, or create new effects otherwise unheard of! The codes are activated after being input through the code screen, by the flick of a switch on the side of the unit. This means that codes can be turned on or off when required, for instance if your character is invincible and plummets of a cliff, which would otherwise result in him being trapped forever at the bottom of the screen, it's possible to turn the cheat off, thus saving you from having to reset the game, and turn it back on again when you begin with your next life.

● ADD-ONS **BY: HORNBY**

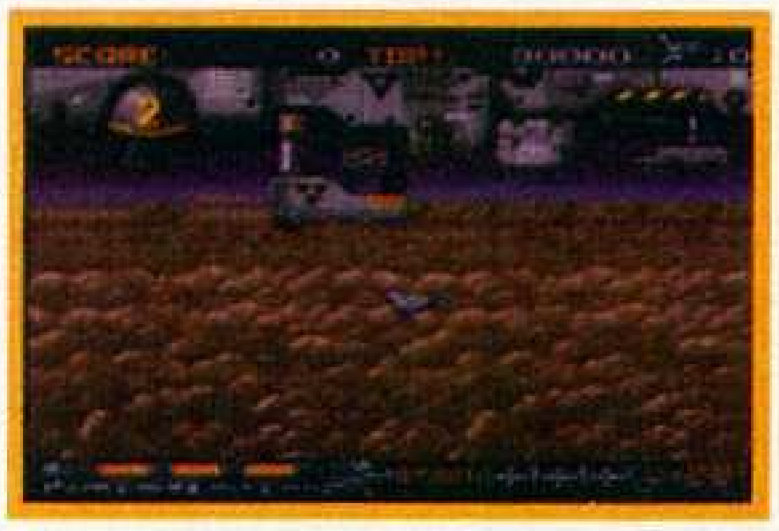
WIN A GENIE

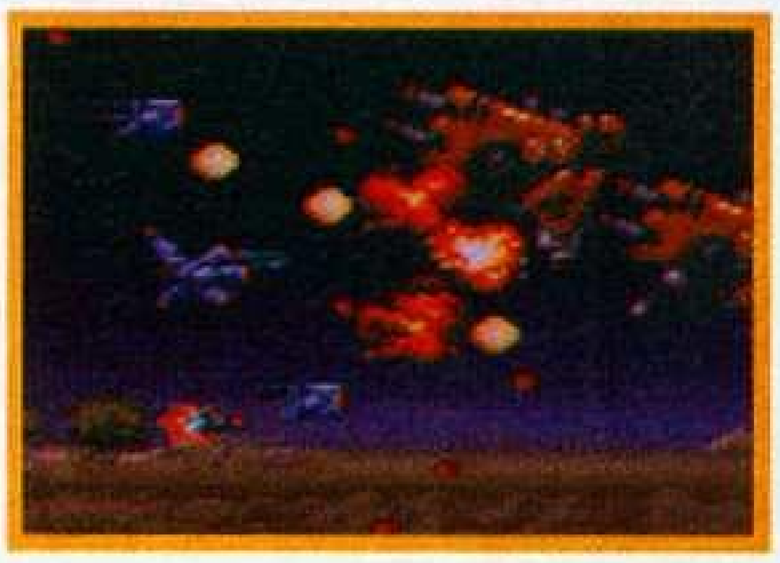
The Game Genie could also be your ticket to the free game of your choice. Those fine people at Hornby Hobbies are stumping up whatever game you desire for the sender of the best and/or wackiest original codes. The codes cannot have been printed anywhere else or culled from the Game Genie Hotline, and the codes must be compatible with the official UK Game Genie. Send your codes into us at Game Genie Codes, Nintendo Magazine System, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll print the best tips and the best each month will win the software.

WHAT A LOAD OF PHALANX

● NEW GAME BY: KEMCO SNES SHOOT

Just released in Japan by Kemco, producers of Top Gear, is a horizontally-scrolling shoot 'em up known as Phalanx. Re-treading the well-worn path of lone-fighter-versus-the-hordes Phalanx pits your tiny craft against a multitude of aliens. As you can see from the still screenshots, the graphics certainly look pretty good. However, there are rumours that the game is nowhere near as impressive once in motion. Once again, if there's a hint of an official release, we'll fill you in.



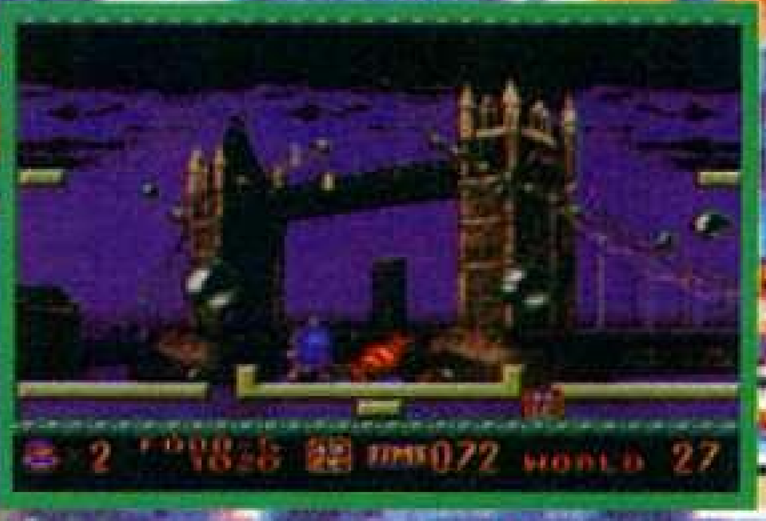


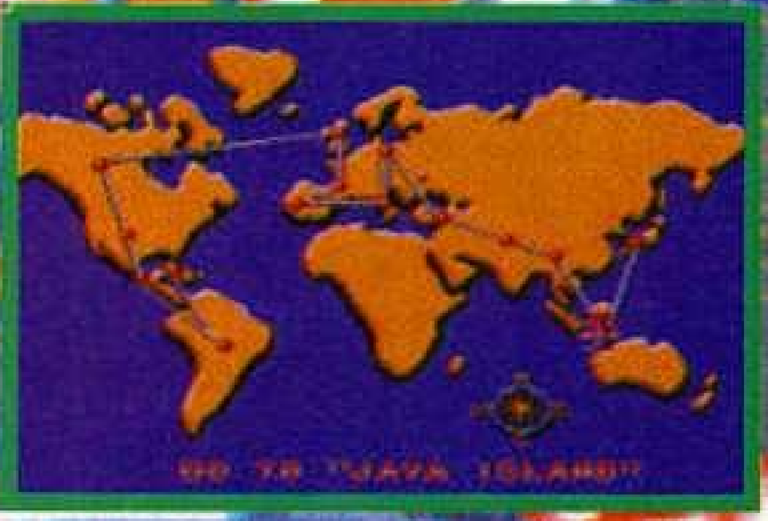
▲ Stunning graphics and superb gameplay make Phalanx an essential purchase. Not!

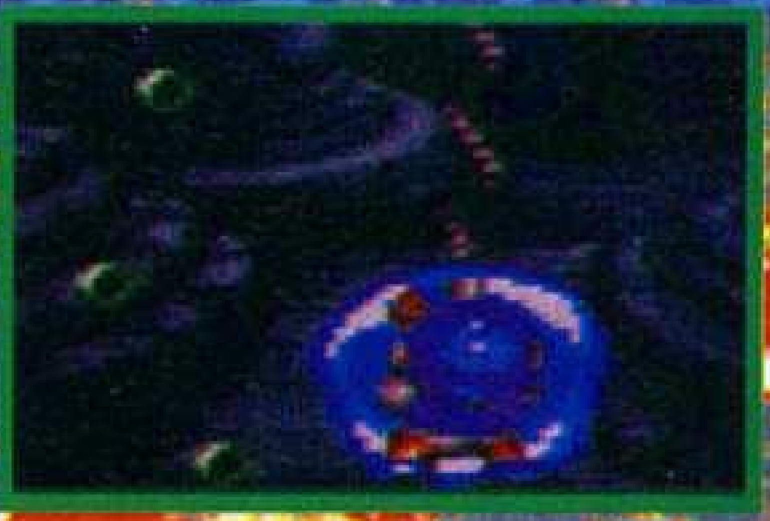
THE MACHINE THAT GOES PANG

● NEW GAME BY: CAPCOM SNES PLAT

The coin-op and home-computer hit of yesteryear, Pang, is to receive a new lease of life on the Super NES courtesy of Capcom. The object of the game is to burst a number of bubbles which bounce around the screen. However, every time a bubble is shot with whatever weapon you are carrying it splits into two smaller bubbles, until they reach tiny proportions which can then be terminally burst. Ladders, platforms, monsters and ice make things more difficult, whilst a variety of bonuses and special weapons balance things in your favour. The version we've seen looks and plays brilliantly, with four challenging levels to tax your skills. The only downer is that the simultaneous two-player action from the coin-op is missing. Keep watching this space for an update.



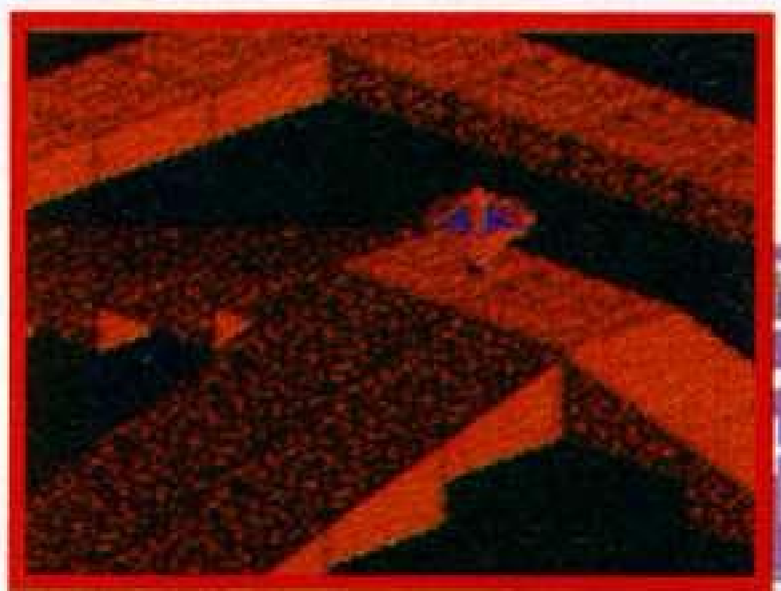


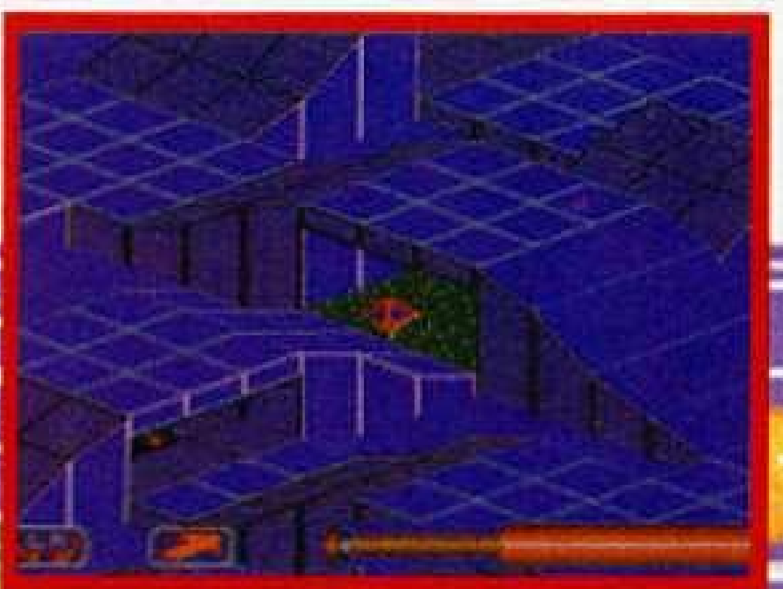


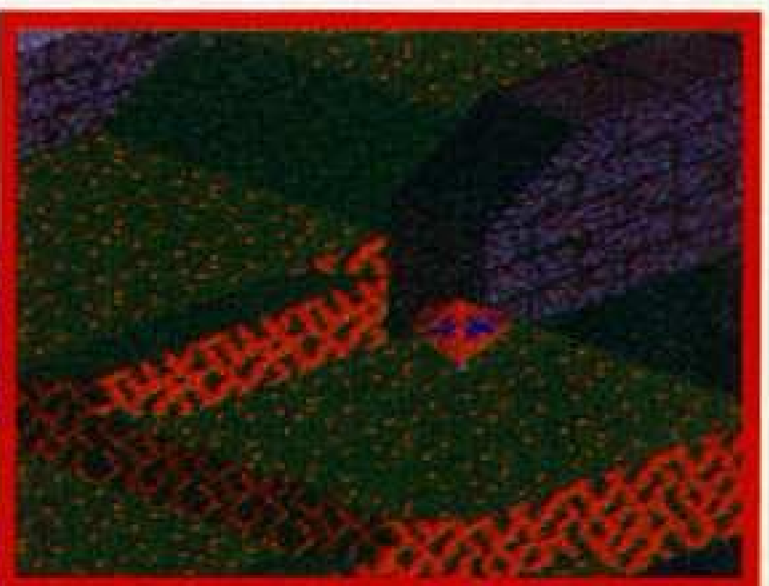
WHAT A SPIN

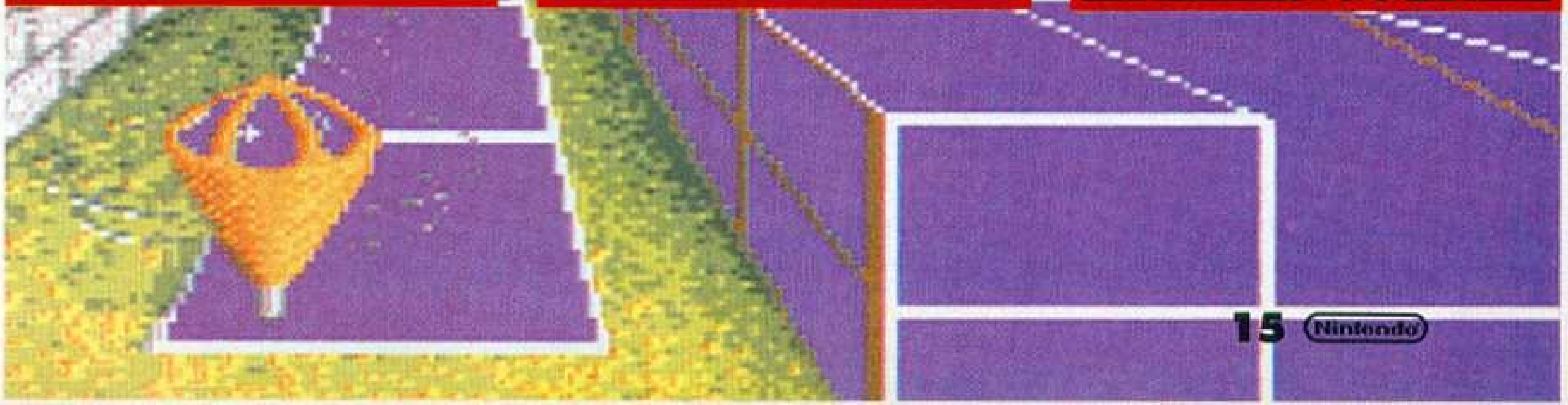
● NEW GAME BY: ASCII SNES PUZZLE

Newly released in Japan is Spindizzy Worlds, a beefed-up conversion of the classic Paul Shirley Amiga game. Basically you're given control of a spinning craft and must explore a series of scrolling forced perspective 3D alien worlds, collecting jewels and solving logical puzzles as you go along. It doesn't sound like the basis for a good game, but believe us, the version we've seen is mind-blowingly addictive. It's basically a test of skills and reflexes, with all sorts of strange and deviously constructed screens to tackle. The game includes a tutorial, two difficulty settings, loads of bonus screens, time trials and a vast playing area (we can't think of a bigger gaming environment). Hopefully this'll be officially released next year - we'll fill you in 'cos this one's going to be BIG!









NOW YOU CAN FIGURE OUT WHAT HAPPENS NEXT FOR YOURSELF

TOXIC CRUSADERS

OK, this is the story so far.

Toxie and his band of hideously deformed super heroes have been turned into ace action figures and now they're just itching to take on Dr. Killemoff's crew of crazies in another anti-pollutant adventure.

So what's the next move?

Well, that's entirely up to you grimefighter ...

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HIDEOUSLY DEFORMED CREATURES OF SUPERHUMAN SIZE AND STRENGTH

DR. KILLEMOFF™ AND TOXIE™

BONEHEAD™

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RADIATION RANGER™

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BANDAI

ACTION PACK

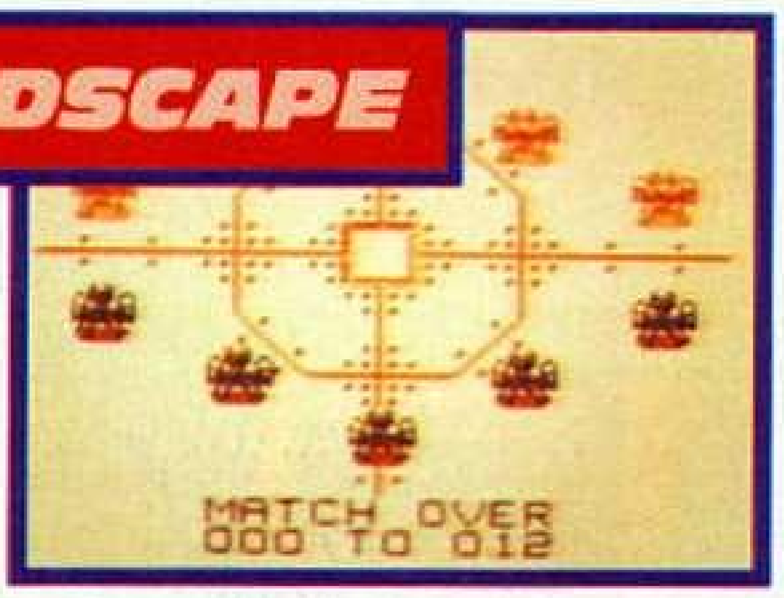
Those who're thinking about investing in a Super NES could well be interested in the Action Pack, which features a Super Nintendo, joypad, Super Scope and Scope 6 multigame cartridge featuring six different games to use with it. The set is released in the Autumn and will cost £159.99.

● HARDWARE **BY: NINTENDO**

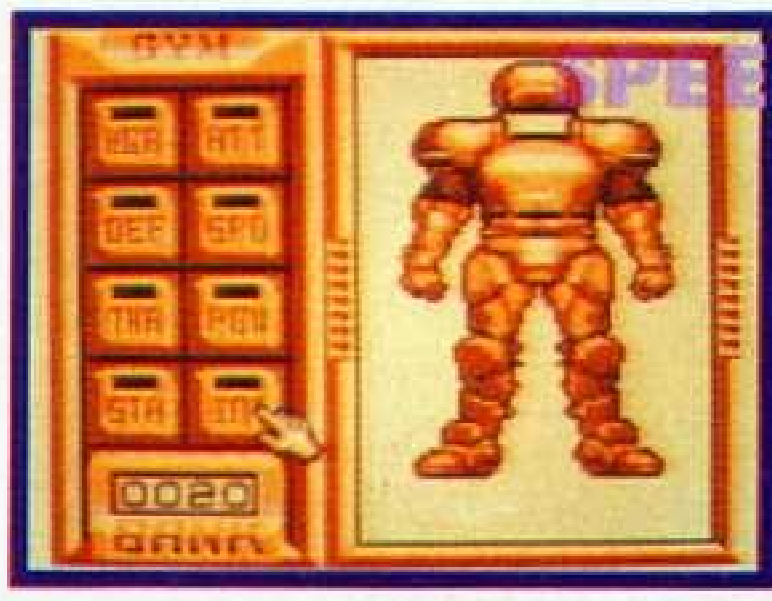
MINDSCAPE GOODIES

● NEW GAME **BY: MINDSCAPE**

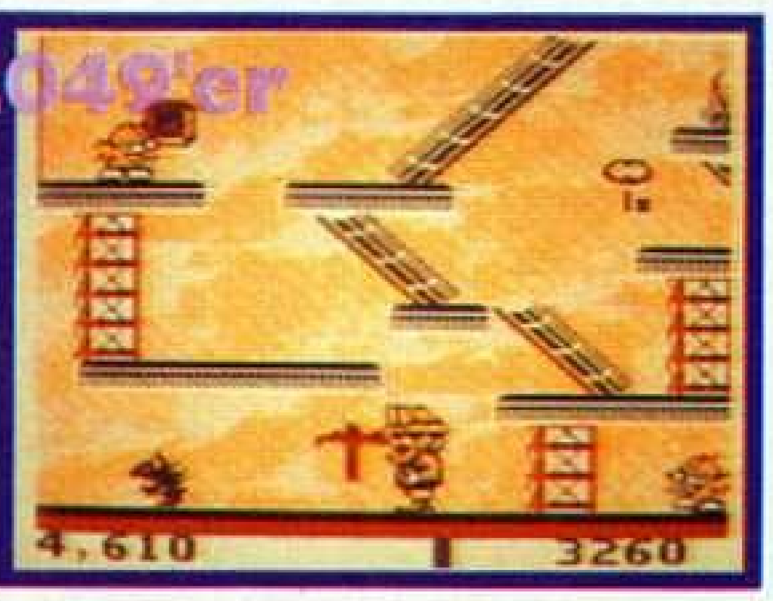
Mindscape have a veritable whoop, troop, phalanx, nay, cornucopia of Game Boy titles coming soon. First is Battleships, a consolised version of the time honoured pen 'n' paper game. Then there's Robin Hood Prince of Thieves, based around the highly popular Kevin Costner film, Speedball 2, a super conversion of the successful computer and console futuresports simulation, Miner 2049'er, a version of the classic 1980 Atari platform game (it was actually one of the first ever platform games), Prince of Persia (similar to the Super NES version) and Xenon II, a conversion of the infamous computer and console up-the-screen shooter. More news as and when.



SPEEDBALL 2



MINER 2049'er



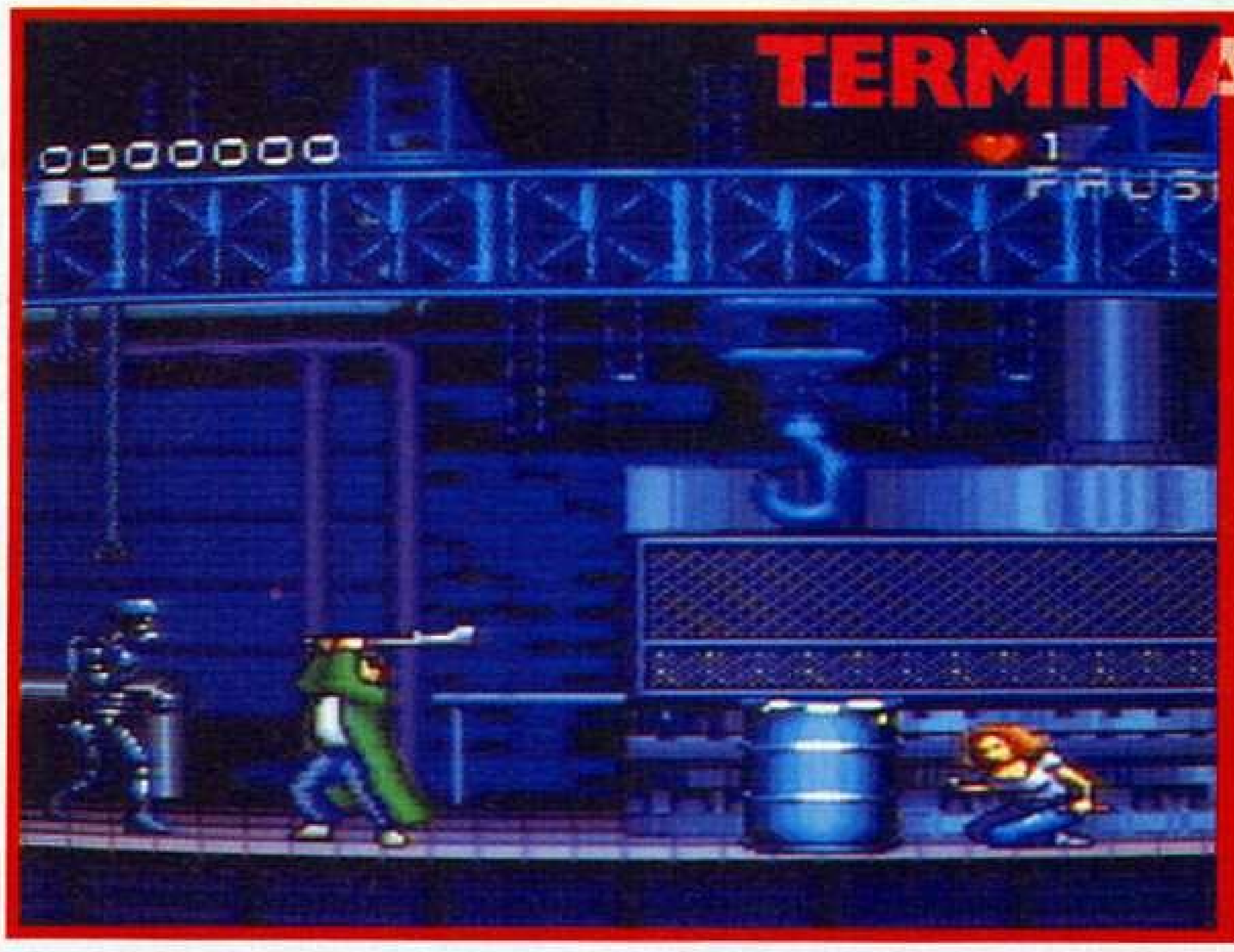
GODS
BEGIN QUEST
ENTER PASSWORD
OPTIONS

SUPER NES TRIO

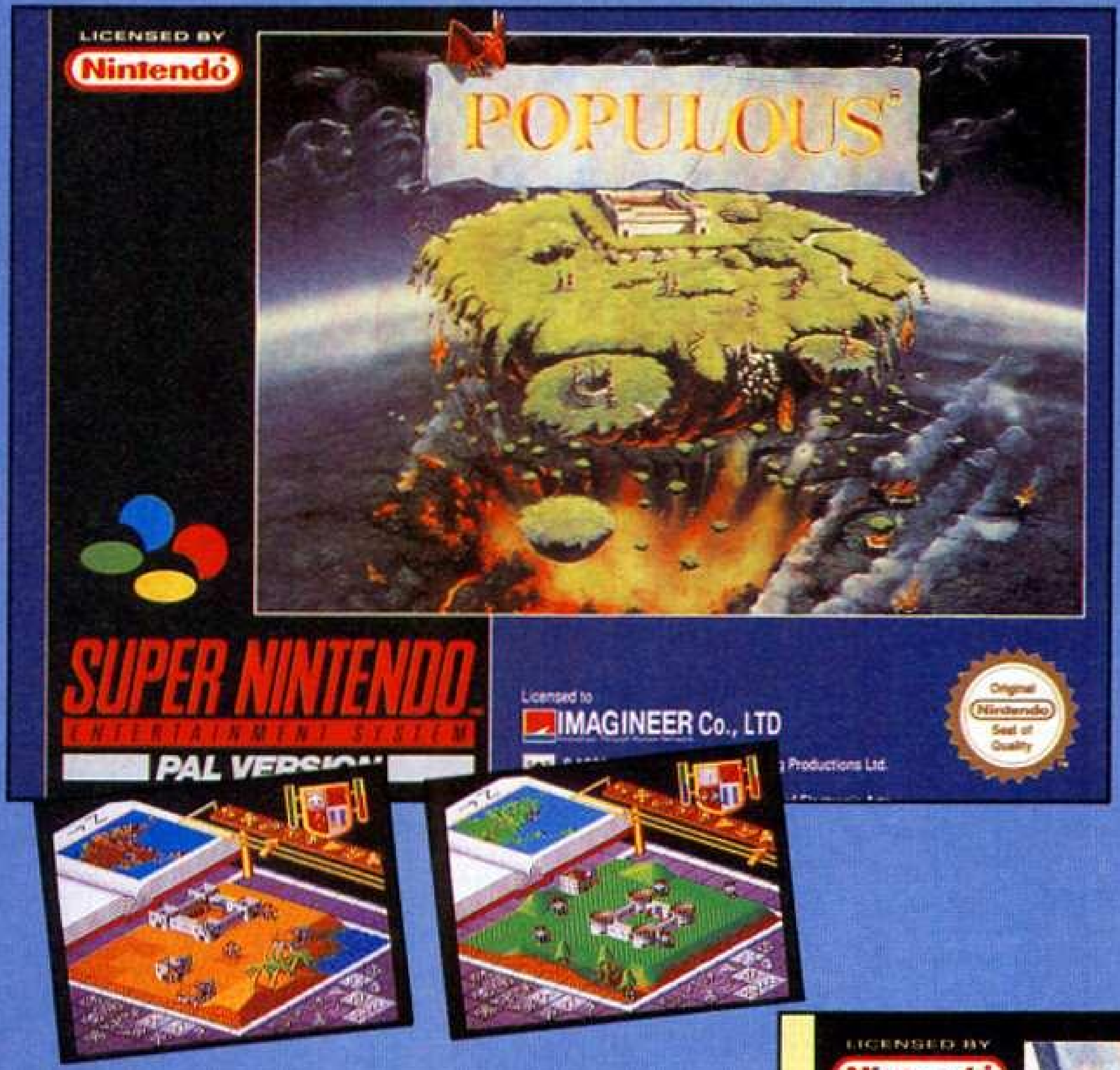
Three new Super NES games are soon to appear under the auspices of Mindscape: Gods, Wing Commander and Terminator. Gods is a platform game converted from the Bitmap Brothers' Amiga game, Wing Commander is a sprawling space combat game based on the successful PC game, and Terminator is a game of the brilliant Arnie Schwartzenneger film, which we're promised, is nothing like the far-too-easy Megadrive game that appeared earlier this year.

WING COMMANDER

TERMINATOR



- TWO OF A KIND -
THE WINNERS!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Nintendo
POPULOUS
SUPER NINTENDO
ENTERTAINMENT SYSTEM
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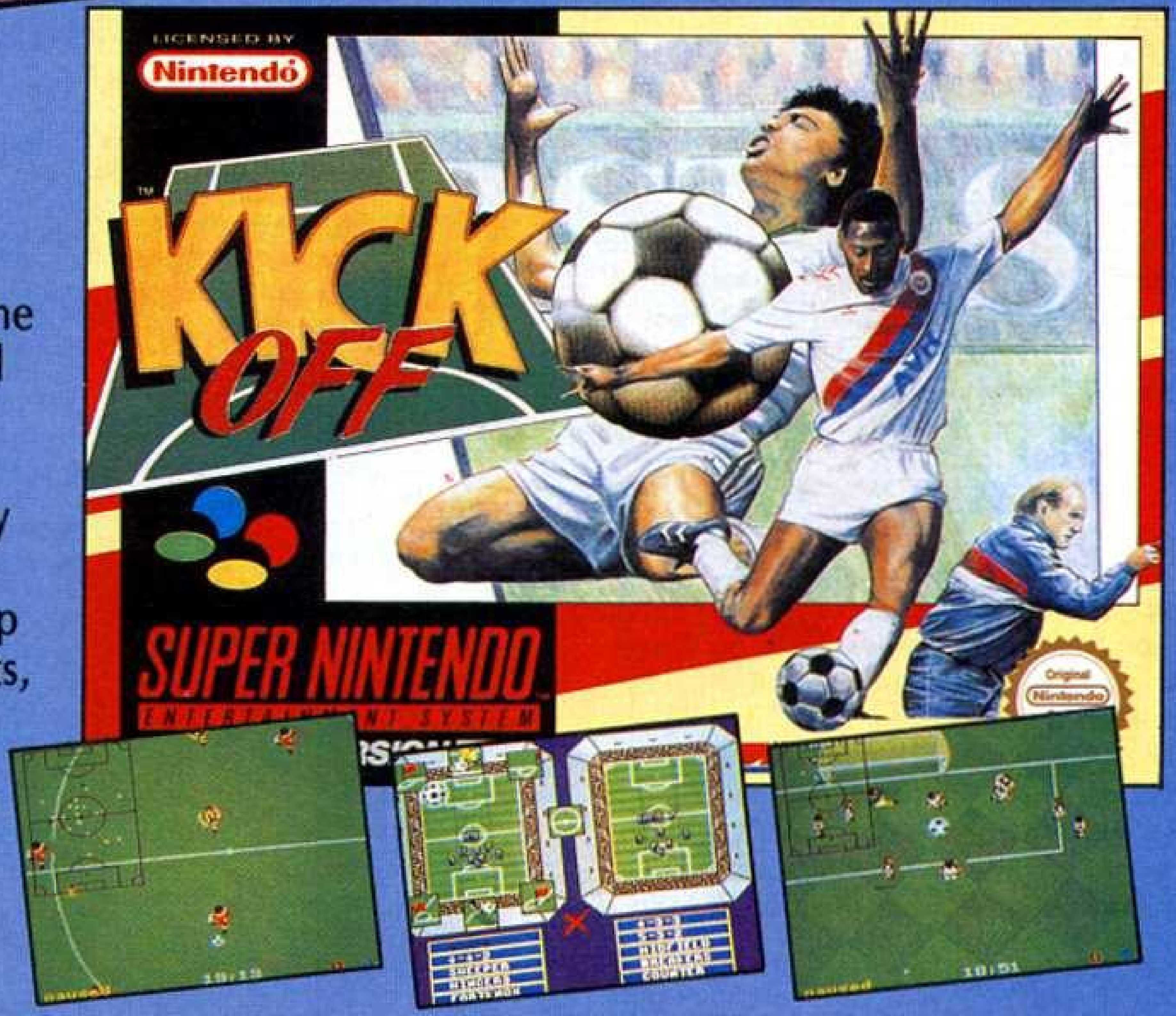
You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.


LICENSED BY
Nintendo
KICK OFF
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Original Nintendo

Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.

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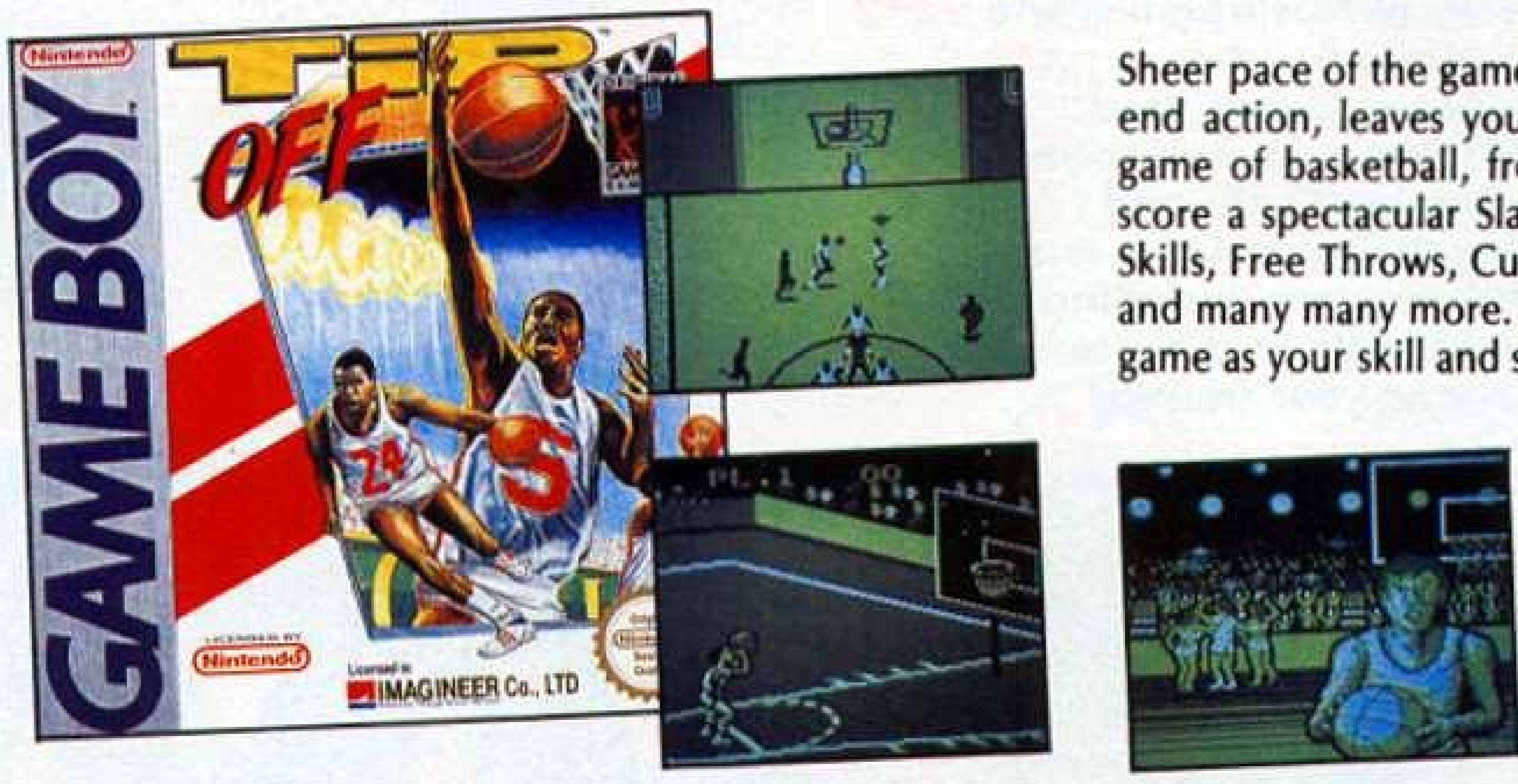
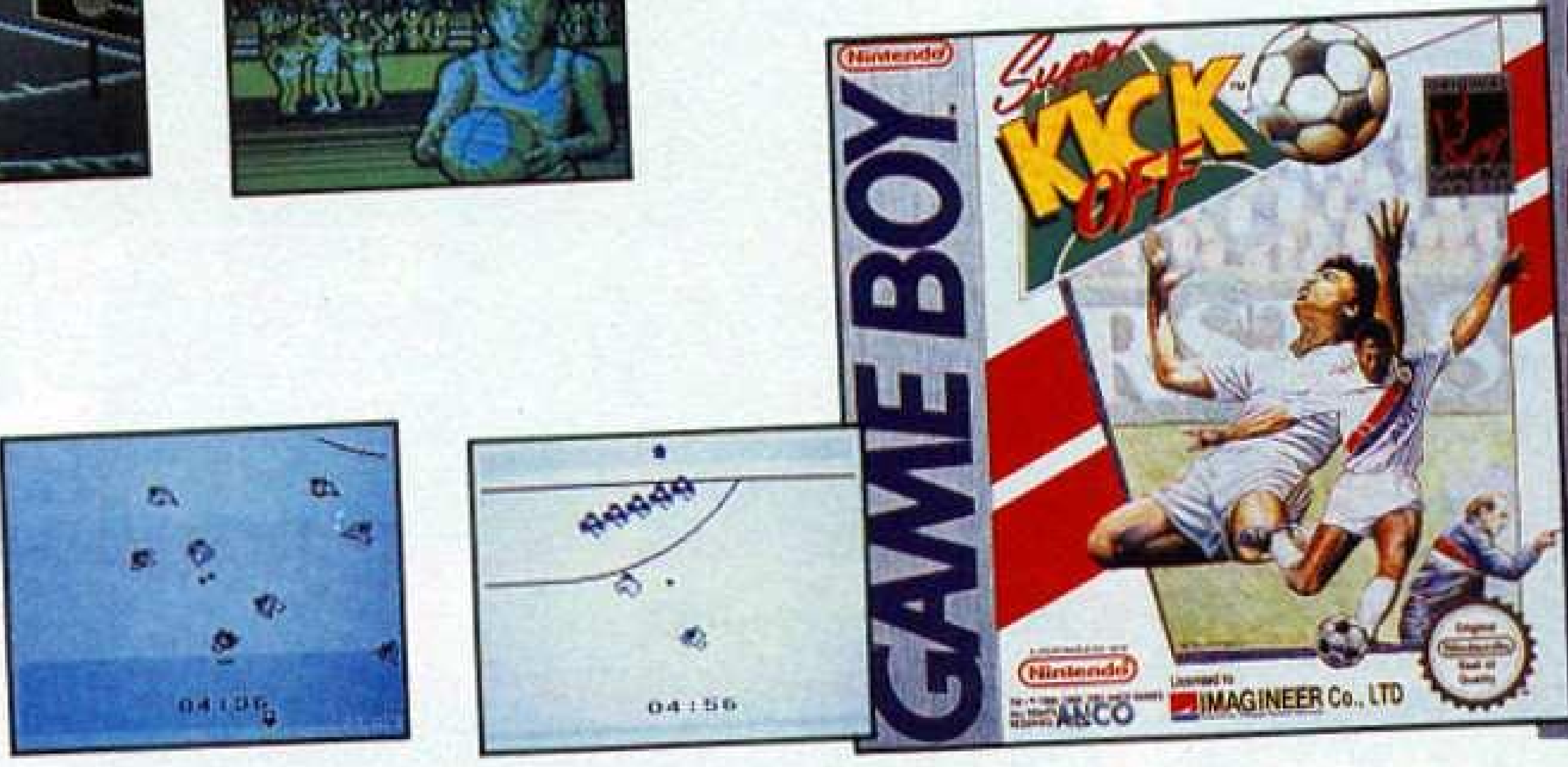
SUPER NINTENDO
ENTERTAINMENT SYSTEM

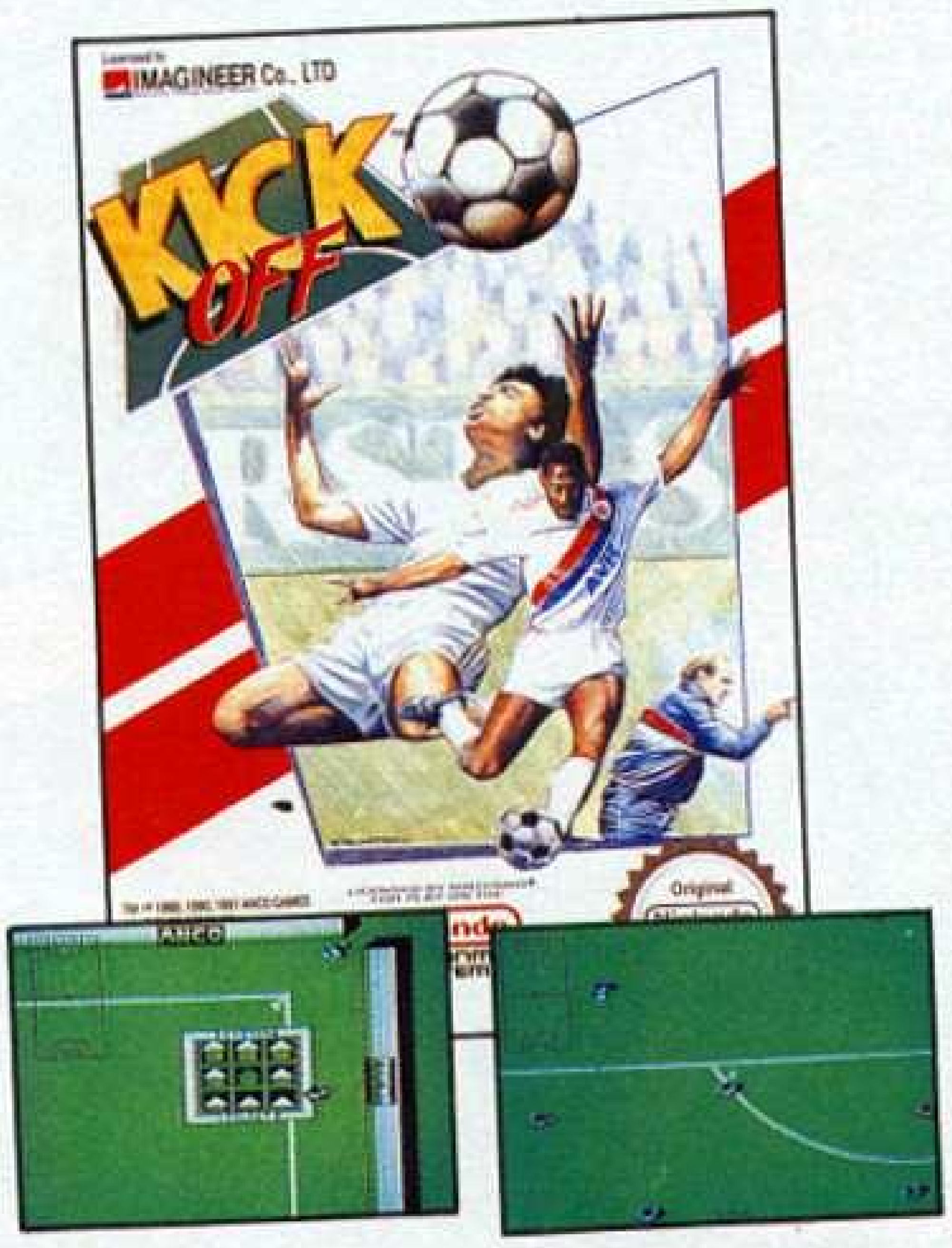
- FIVE OF THE BEST -



Sheer pace of the game, fluid movement of the players in end to end action, leaves you breathless. The opponents play a mean game of basketball, frequently changing tactics. Outwit him to score a spectacular Slam Dunk. Packed with options - Practice, Skills, Free Throws, Cup Competition, Game Speeds, Skill Levels and many many more. TIP OFF is great fun, giving you a tougher game as your skill and speed improve.



The Game Boy version retain the pace and game play of the console versions except that it is one player only. The scanner allows you to view the position of other players on the pitch at any time during the game. You can glue KICK OFF to the Game Boy and forget about other cartridges (CVG Review)



Played at a blistering pace and packed with options to give a variety of game play. Instinctive joypad controls to dribble, pass, shoot, head and chip the ball and slide tackle the opponent. Packed with features like Red and Yellow cards, free kicks, corners, set piece free kicks, penalty shoot out, league and cup competitions, Kick Off provides months of pleasure.

The struggle against the evil awaiting you is gigantic. The fire power at your disposal is mega but the price of failure is total annihilation.
Battle through the five worlds of darkness against awesome monsters, explore hidden rooms but keep half an eye open for the unexpected. The world of Turrican is very dangerous but exciting.

IMAGINEER Co., LTD
SUPER TURRICAN
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ELITE

Command your Cobra space craft on a fantastic voyage of discovery and adventure. Explore eight galaxies and thousands of worlds. Fight pirates, bounty hunters, smugglers and invading aliens. Try smuggling or even piracy. Buy extra weaponry and equipment for your ship until you have the toughest ship around and improve your combat rating as one of the Elite.

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Nintendo
ENTERTAINMENT SYSTEM™

REVIEW

SUPER NES

2 PLAYER

4 MEG

DRV GAME

SUPER MARIOKART
©1992 Nintendo

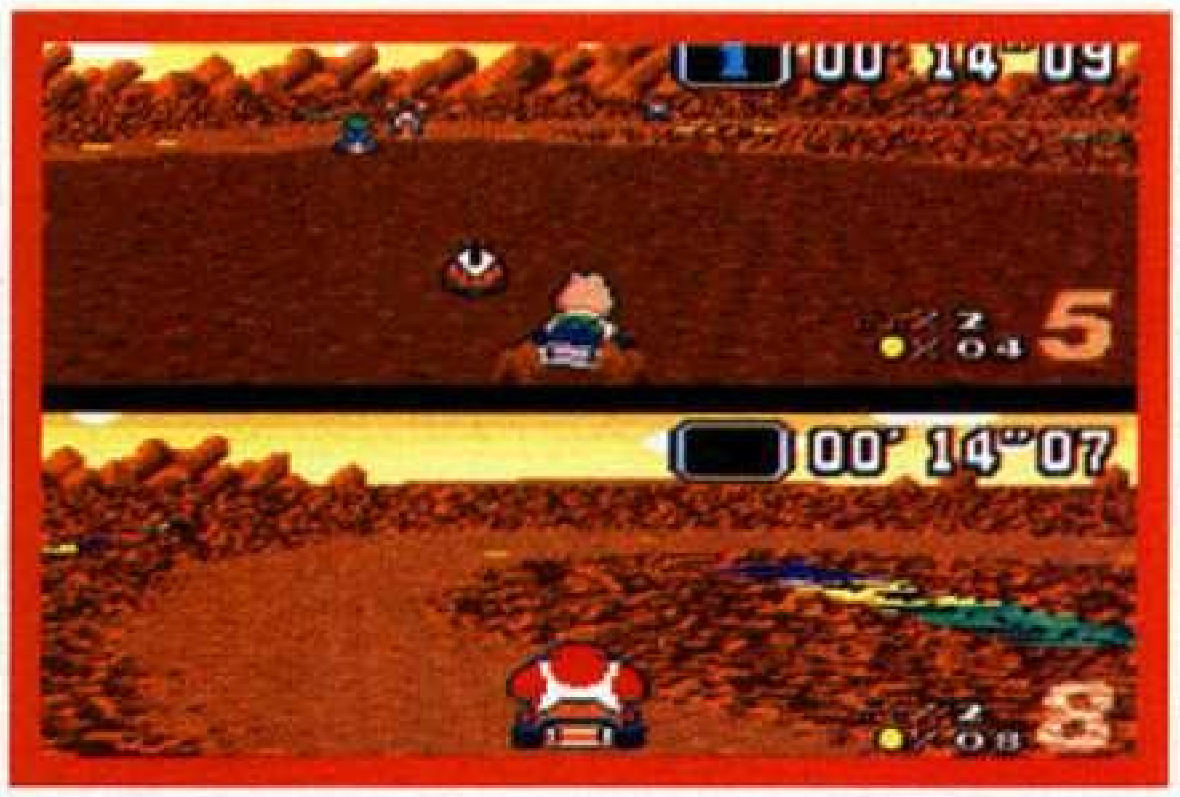
PRICE: £49.99
BY: NINTENDO

RELEASE
OCTOBER
CONTROL
JOYPAD
GAME DIFFICULTY
EASY/MEDIUM
CONTINUES
0
SKILL LEVELS
2
RESPONSIVENESS
SMART
1ST DAY SCORE
N/A
ORIGIN
All-new Go-Kart racing game based on characters from the successful Mario games throughout time.

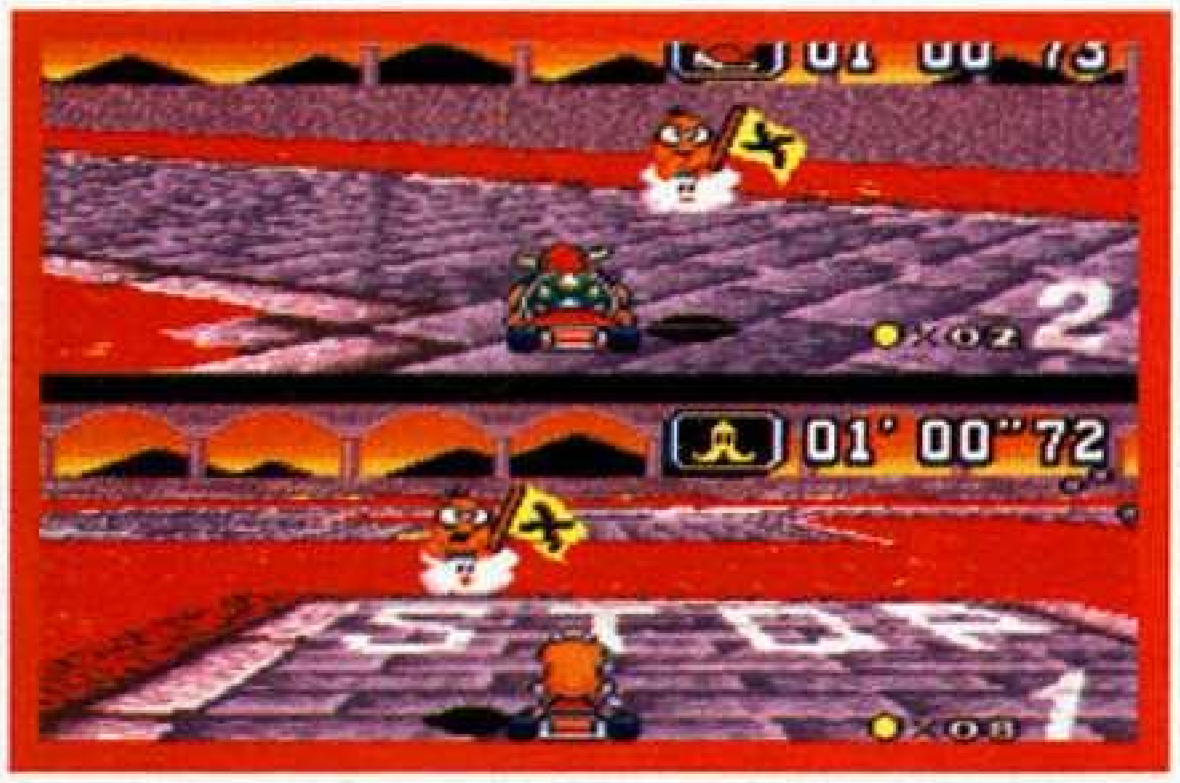
S U
MA
KA

Everyone seems to think that Mario, Bowser, the Koopas and Donkey Kong are the deadliest of enemies. But this is patently not so, for they can regularly be seen go-kart racing with one another. Yes indeed, our hero the mighty Mario and his friends enjoy nothing more than a relaxing whizz around the tarmac with the enemy of all Mushroom World and his cohorts.

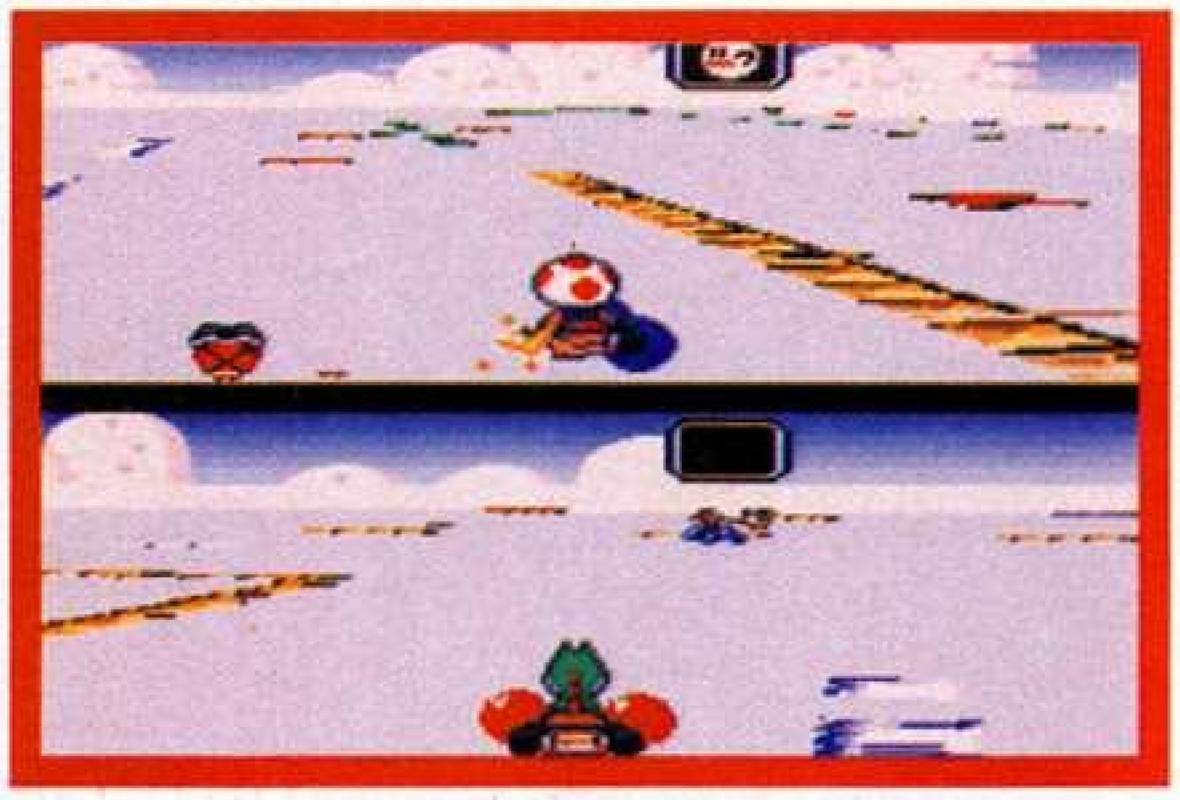
Now, courtesy of Nintendo comes your chance to join in this Sunday league of racing fun and frolics, not to mention thrills and spills. You choose to play the part of any one of eight Mario-related characters, including the U-bend fixated one himself, in a bid to out-kart your enemies - and your friends!



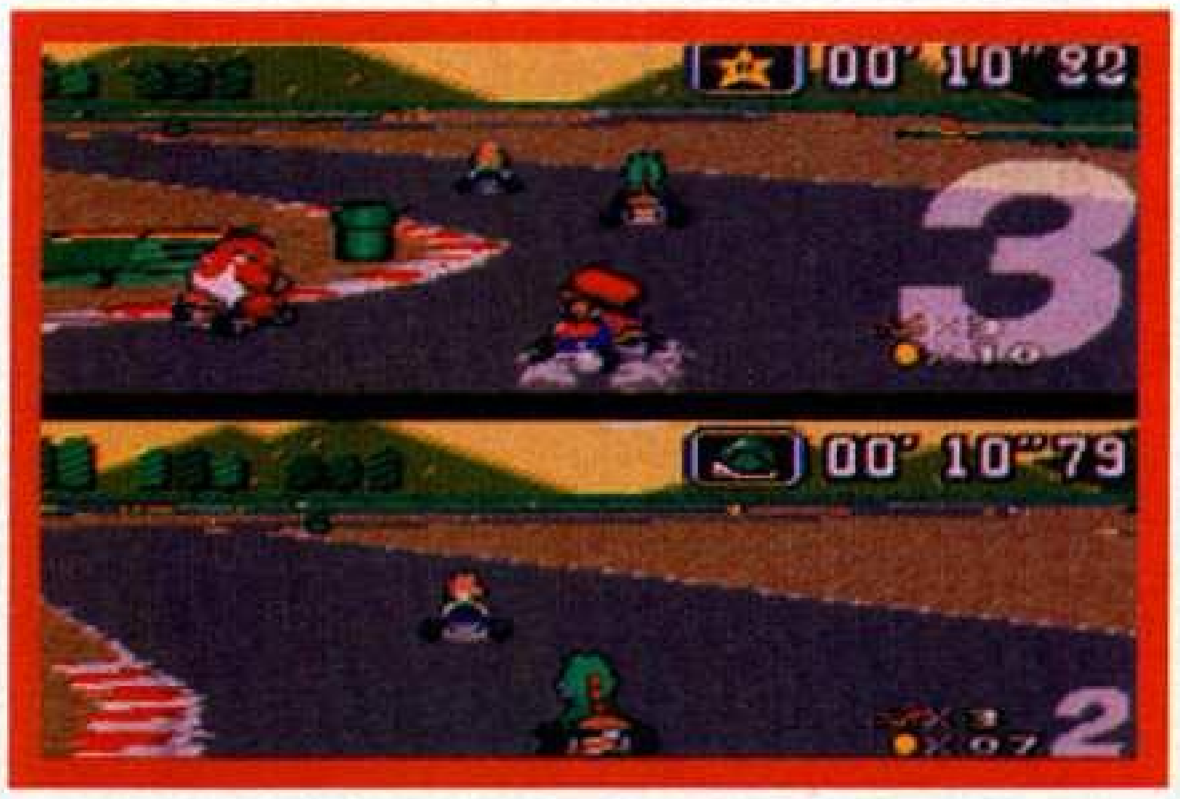
▲ Mario Kart action



▲ Mario Kart action



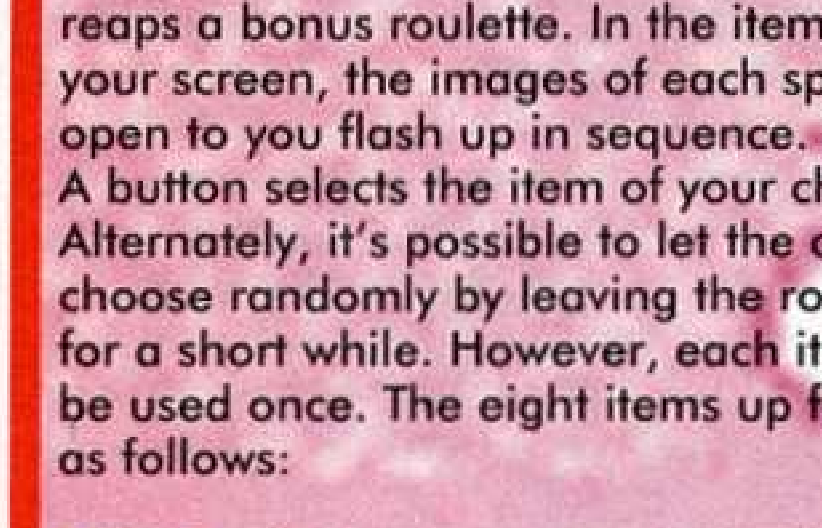
▲ Mario Kart action



MUSHROOM ROULETTE

Although all the SNES-controlled players have a single weapon which they are able to use a number of times per lap, the formula for human players is reversed. Near the start line of the circuit is distributed a number of question-mark bonus pads. Driving over these reaps a bonus roulette. In the items box on your screen, the images of each special item open to you flash up in sequence. Pressing the A button selects the item of your choice. Alternately, it's possible to let the computer choose randomly by leaving the roulette to spin for a short while. However, each item can only be used once. The eight items up for grabs are as follows:

COIN: Adds two coins to your total.
MUSHROOM: Short speed boost for long straights.
GREEN SHELL: Shell fired in whichever direction the joypad is pressed.
RED SHELL: Heat seeking shell which locks on to the nearest target and knocks it into a spin.
STAR: Bestows invincibility and increased speed on the recipient.
FEATHER: One super-powerful jump is the gift here. Good for dodging enemy shots.
BANANA: A banana skin fired in your choice of direction which lies around on the track hoping to slip up another contestant.
LIGHTNING: Shrinks all the other races to tiny size for a limited time, allowing you to run them over in their slower micro state.

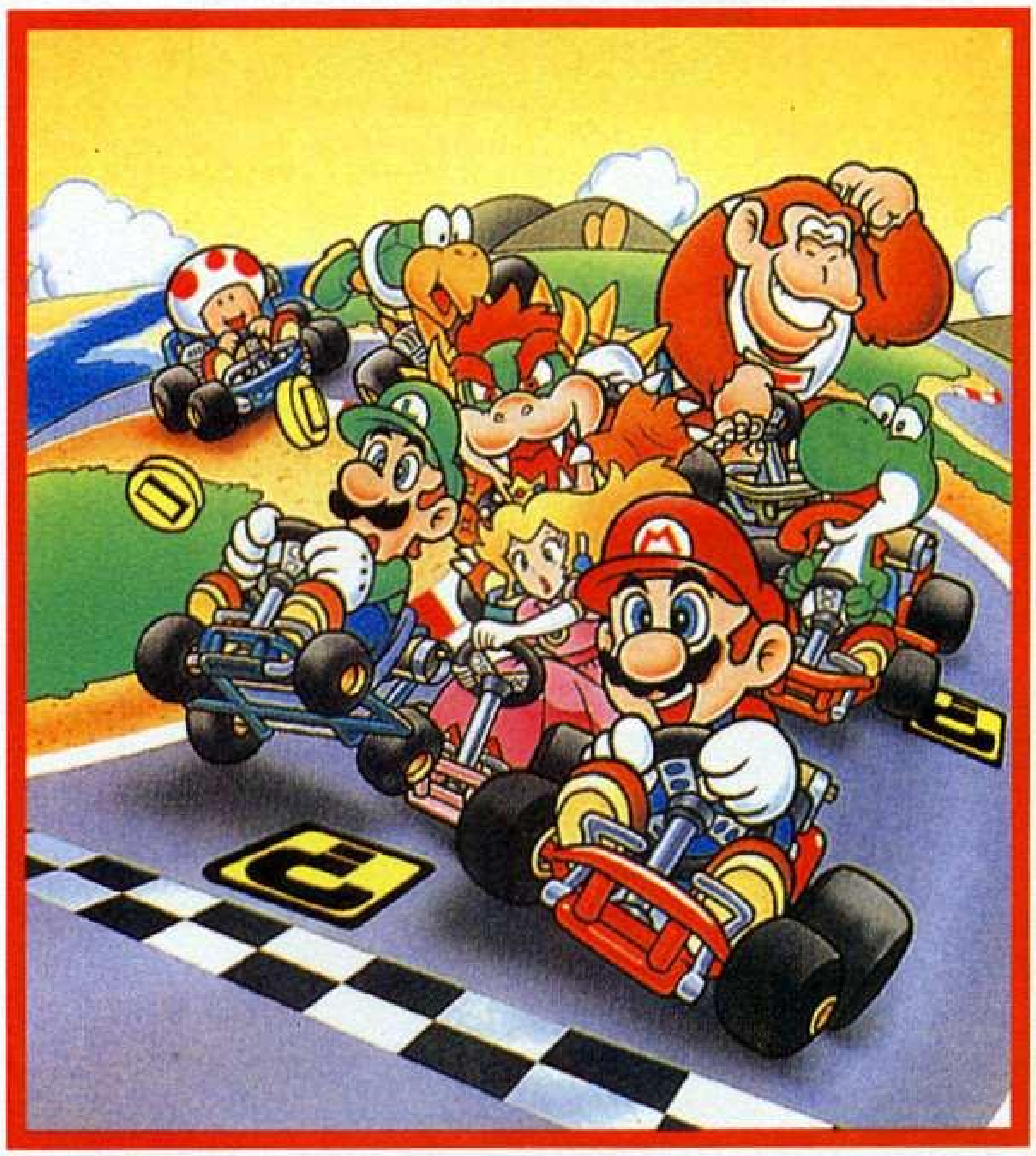


▲ Mario Kart action in progress as Yoshi and Toad fight it out for power-ups.

PER
RIO★
RT

JIMMINY KARTER

Each of the eight racers has their own personal race-type characteristics which give them their own personal racing styles. There are three main points on which performance is judged - speed, handling (how responsive the kart is) and traction (the roadholding ability of the kart). Here is a rundown of each character, their strengths and weaknesses and the special item they are equipped with as computer opponents.



▲ Mario Kart action

COINING AFFRAYS

Go-kart racing is a rough old sport and so it's inevitable that collisions occur. However, this doesn't necessarily mean that you spend all your time being barged around. At the start of the race you are awarded five coins. One of these is lost every time someone bumps into you. When all your coins are lost, each further knock sends your car into a spin. Luckily, the courses are strewn with millions of coins, so a spot of well-aimed driving should allow you to survive all collisions with ease.

DONKEY KONG JR

Agile ape hands give DK possibly the best handling, and the weight of his baboon-like personage sticks him to the road quite efficiently. However, Kong pays the price for this thanks to the speed loss incurred.

SPECIAL ITEM:

BANANA SKINS.

Donkers throws these liberally around the track where they lurk until someone drives over them, at which point the driver slides uncontrollably around.

BOWSER

The mean old Koopa leader himself is the last person you'd expect to get on a kart, but the be-horned one obviously can't resist the thrill of the junior motorsport. Sadly, his immense shelled bulk slows him down a bit, although it does provide him with exceptional roadholding.

SPECIAL ITEM:

EXPLODING ENERGY BOMBS

Crash into these if losing all your speed and bouncing around for a bit is your bag.

LUIGI

As usual, Luigi follows the pattern set by Mario. Although Luigi's thinner physique make for a slightly faster kart (and slightly less traction), there is no real difference between the two of them.

SPECIAL ITEM:

INVINCIBILITY STAR.

Protects Luigi from damage and also speeds him up. Crashing into an invincible Luigi results in a spinning control loss of doom.

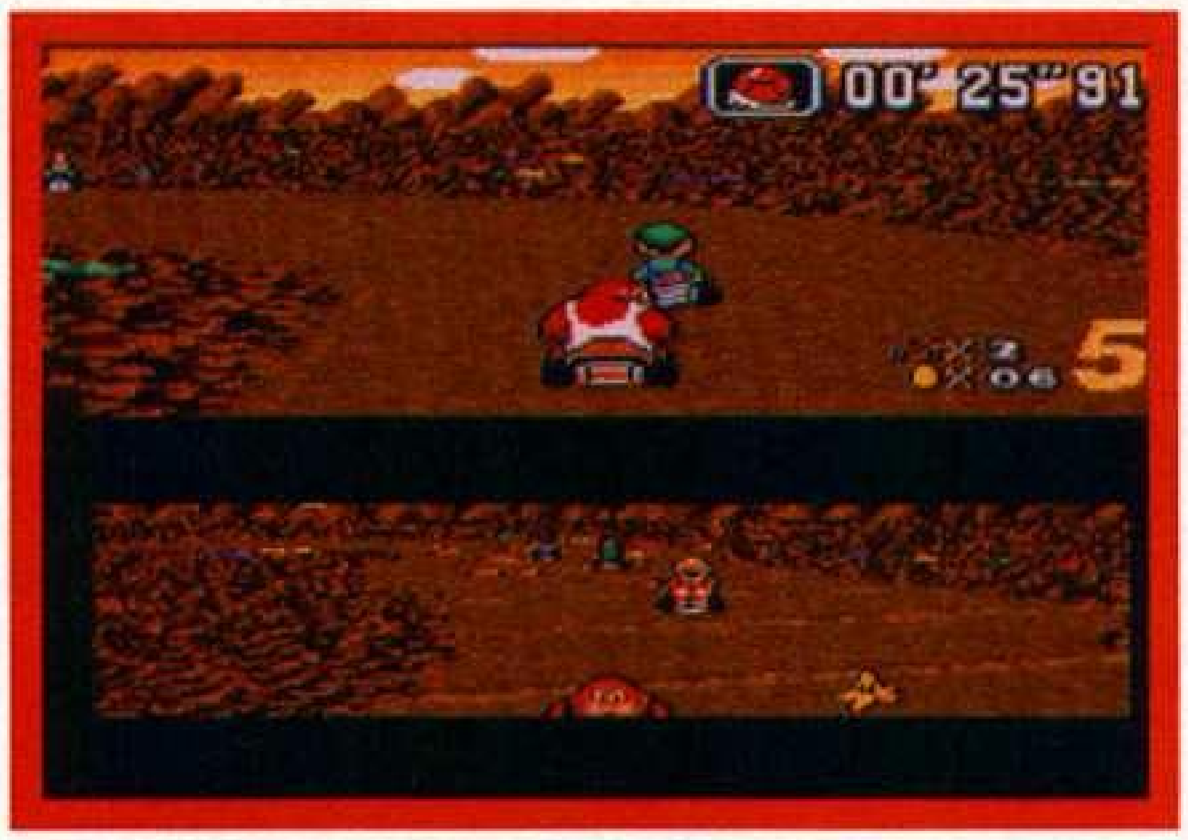
MARIO

Not only is the big M good at climbing down drainpipes, he's also a dab hand with the old kart. However, Mario's non-specialisation means that all his abilities are pretty much the same. A good driver to learn new courses with, but once you've got the hang of the road his lack of obvious advantages weigh him down.

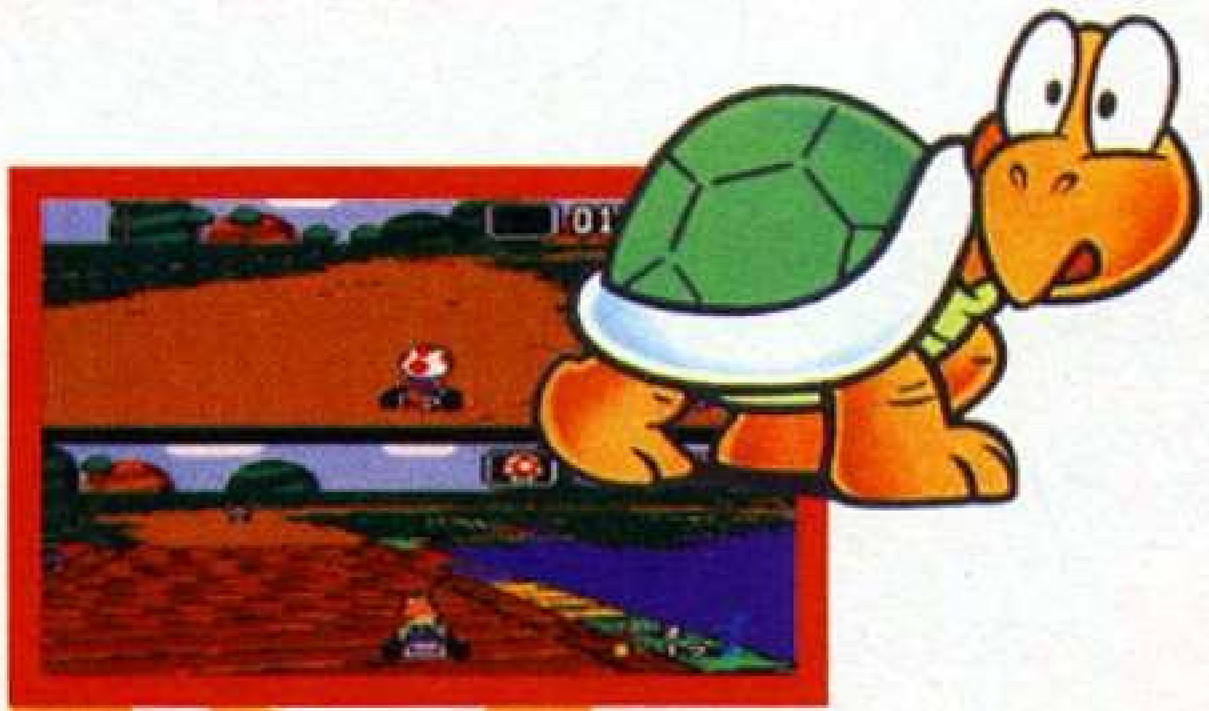
SPECIAL ITEM:

INVINCIBILITY STAR.

Protects Mario from damage and also speeds him up. Crashing into an invincible Mario results in a spinning control loss of doom.

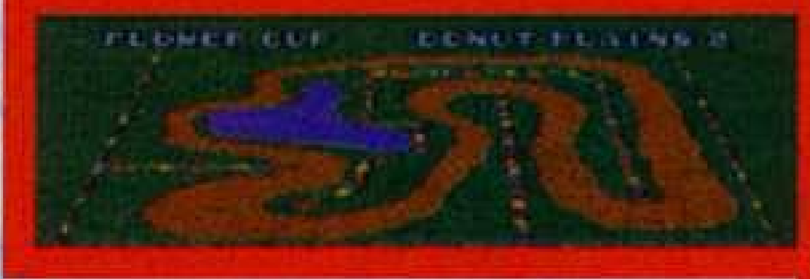


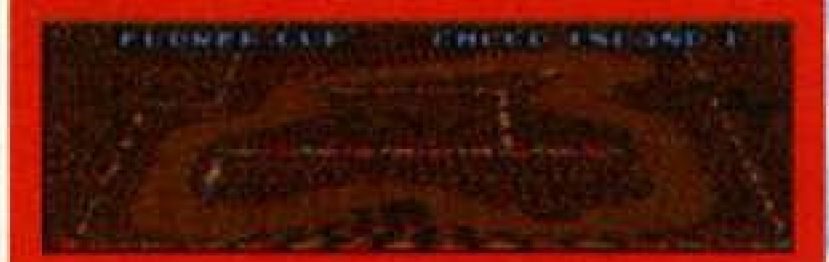
▲ Mario Kart action

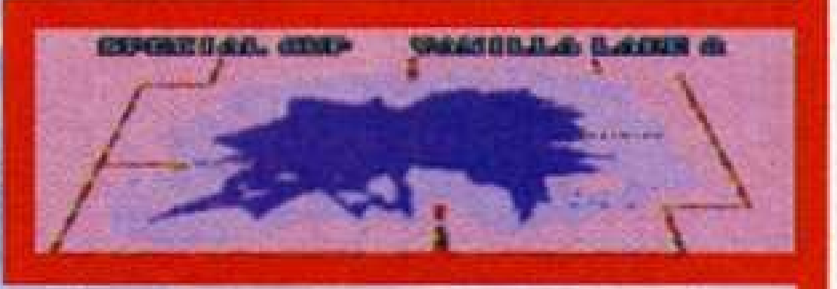


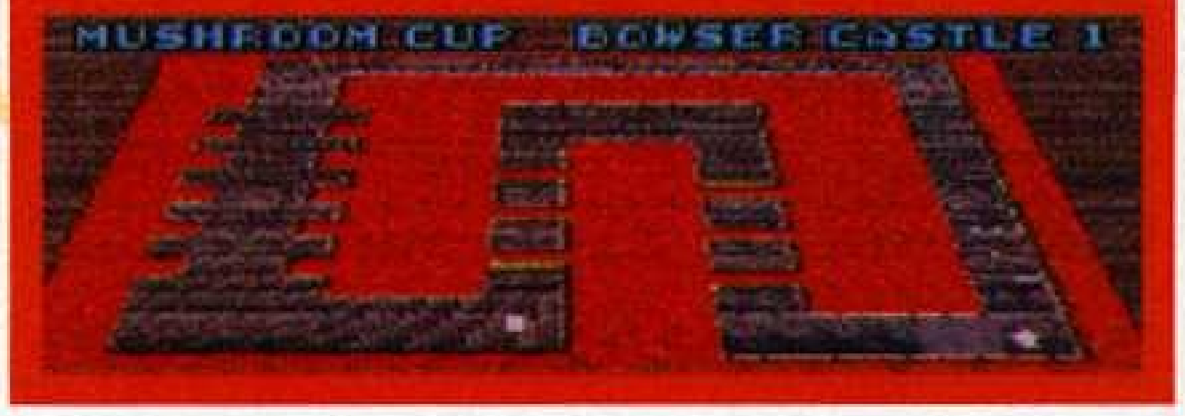
BE-LEAGUE-ERY

There are four leagues to conquer in Mario Kart. The first (and easiest) is the Mushroom League, followed by the tougher Flower League, and thirdly the even tougher Star League. Once all three of these leagues have been completed (that is, a human player claiming gold in each league), the fourth Special League is opened, providing the ultimate Karting challenge. However, it's possible to make things much easier for yourself by competing in the easy-peasy 50cc leagues as opposed to the regular 100cc races, although the Special League is open only to 100cc drivers.

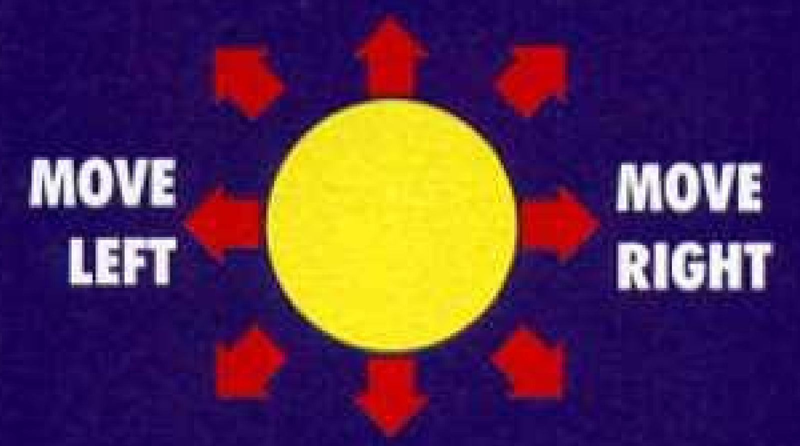








How To Control



Y	NOTHING
B	ACCELERATE
X	NOTHING.
A	USE SPECIAL ITEM
L	JUMP
R	JUMP
S	**SELECT BUTTON:** NOTHING
S	**START BUTTON:** PAUSE/QUIT

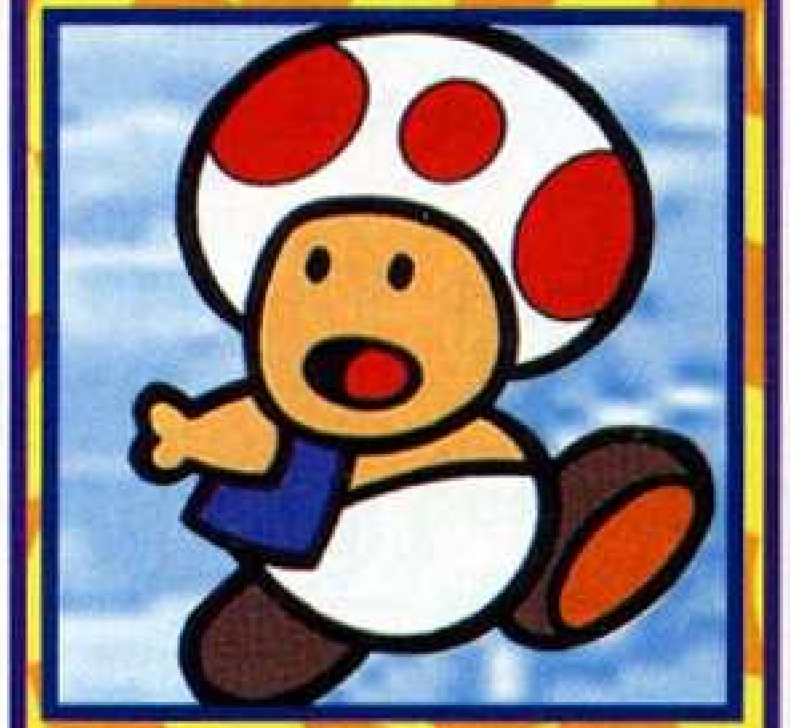
How To Play The game is seen from an F-Zero style behind-the-car view, with the track scrolling towards the player in a neat display of Mode 7 at work. Each character has their own driving abilities and every racer has a special item at their disposal which either aids their progress or hinders another racer's. The object is to compete in and win four cup tournaments.

MORE MODES OF MERRIMENT

As well as the Mario GP, there are two other play modes. The first is Time Trials where a single player races against the clock, where the best lap records of the day on the tracks of your choice recorded for posterity, allowing plenty of scope for time trial tournaments. The second is battle mode, which pits two players against one another. Each player is surrounded by three large balloons. The object of the game is to destroy all three of your opponent's bubbles whilst keeping yours intact. This second mode is set in one of four different mazes, with power-up pads littered all over the place. Each of these sub-games, especially the latter is great fun and adds extra value to the Mario Kart cart.

▲ Mario Kart action

TOAD



Fun-loving mushroom-headed aide to Mario, Toad is very similar to the Koopa Trooper, insofar as his speed and handling far outweigh his rather pathetic roadgripping tendencies.

SPECIAL ITEM:

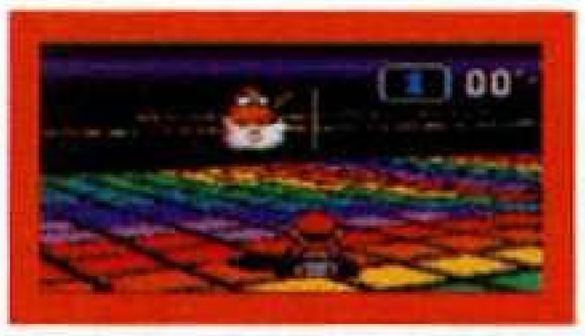
SHRINKING MUSHROOMS

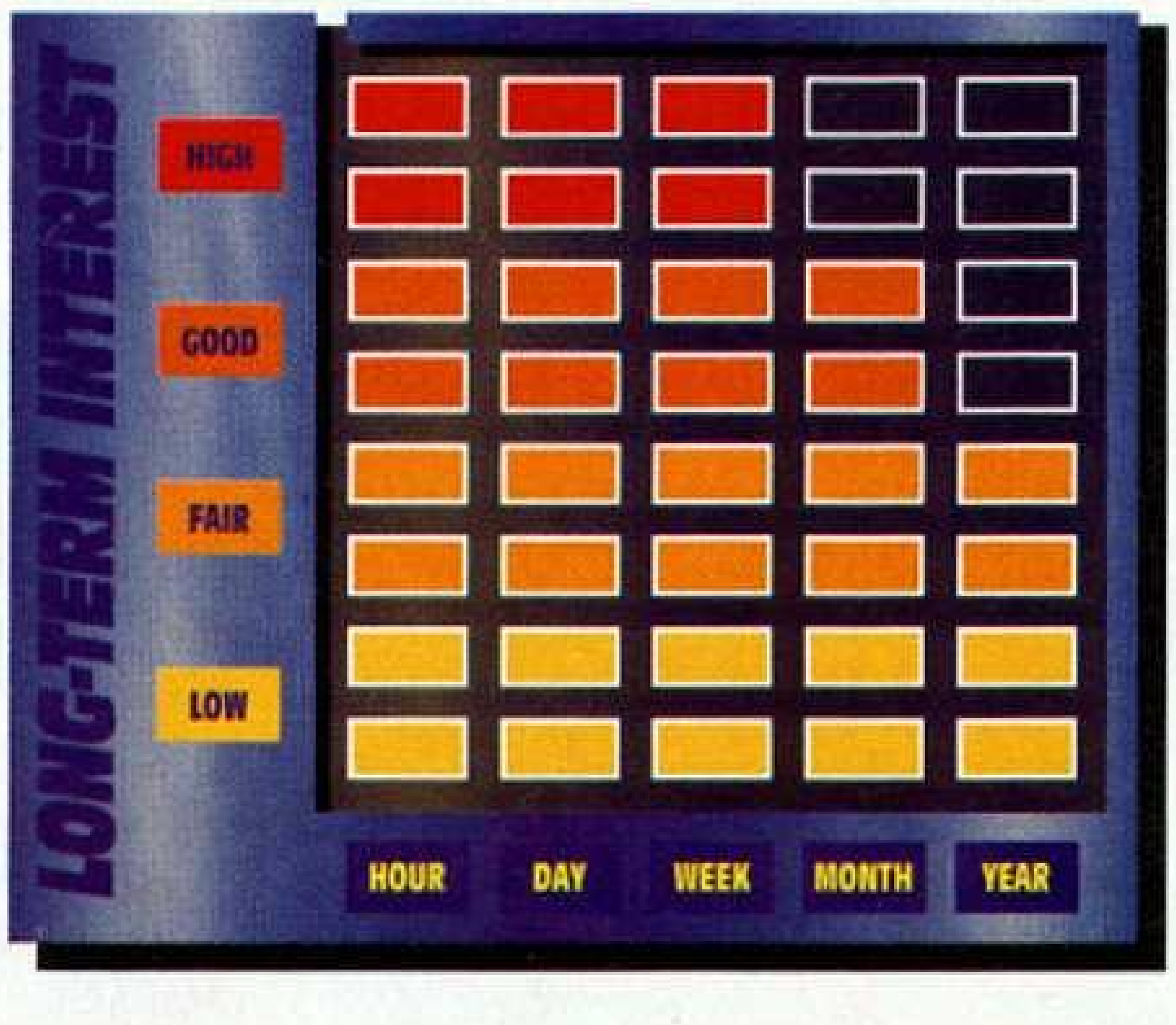
Exactly the same as those carried by Princess Mushroom.

COMMENT

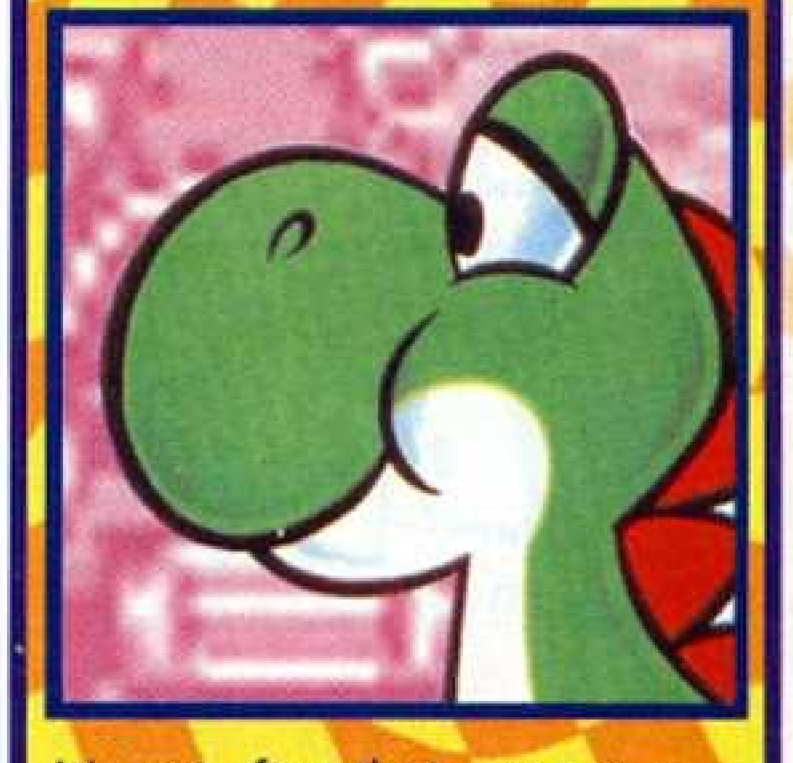
Who'd have thought that the race game to supercede F-Zero would come in the form of a Go-Kart racing game? But still, if ever a game was going to topple F-Zero from its perch as a no-frills racing game of the highest order, Super Mario Kart is it. The graphics are nothing short of spectacular, from the detailed sprites and backgrounds, the super-smooth and rapid scrolling to little animation touches such as your driver glancing behind when he (or she) passes someone. The sound is also great, with a variety of cutesy (what else do you expect?) tunes which are strangely in keeping with the high-speed action. The gameplay is the most startling aspect of the game however. The game moves at a cracking pace with a smoothness not seen since the ultra-brill F1 Exhaust Heat. There are tactics to learn and weapons to use, plus a number of leagues to test your racing mettle. However, there is one small fly in the ointment. With two players, Mario Kart is the most racing fun to be had anywhere. However, with only a single player, the enjoyment is severely reduced, although it's still great fun to play. A few more courses and a tougher difficulty setting would have improved things for the single player, but as it stands, Super Mario Kart is still a highly polished software classic.

▲ Mario Kart action





YOSHI

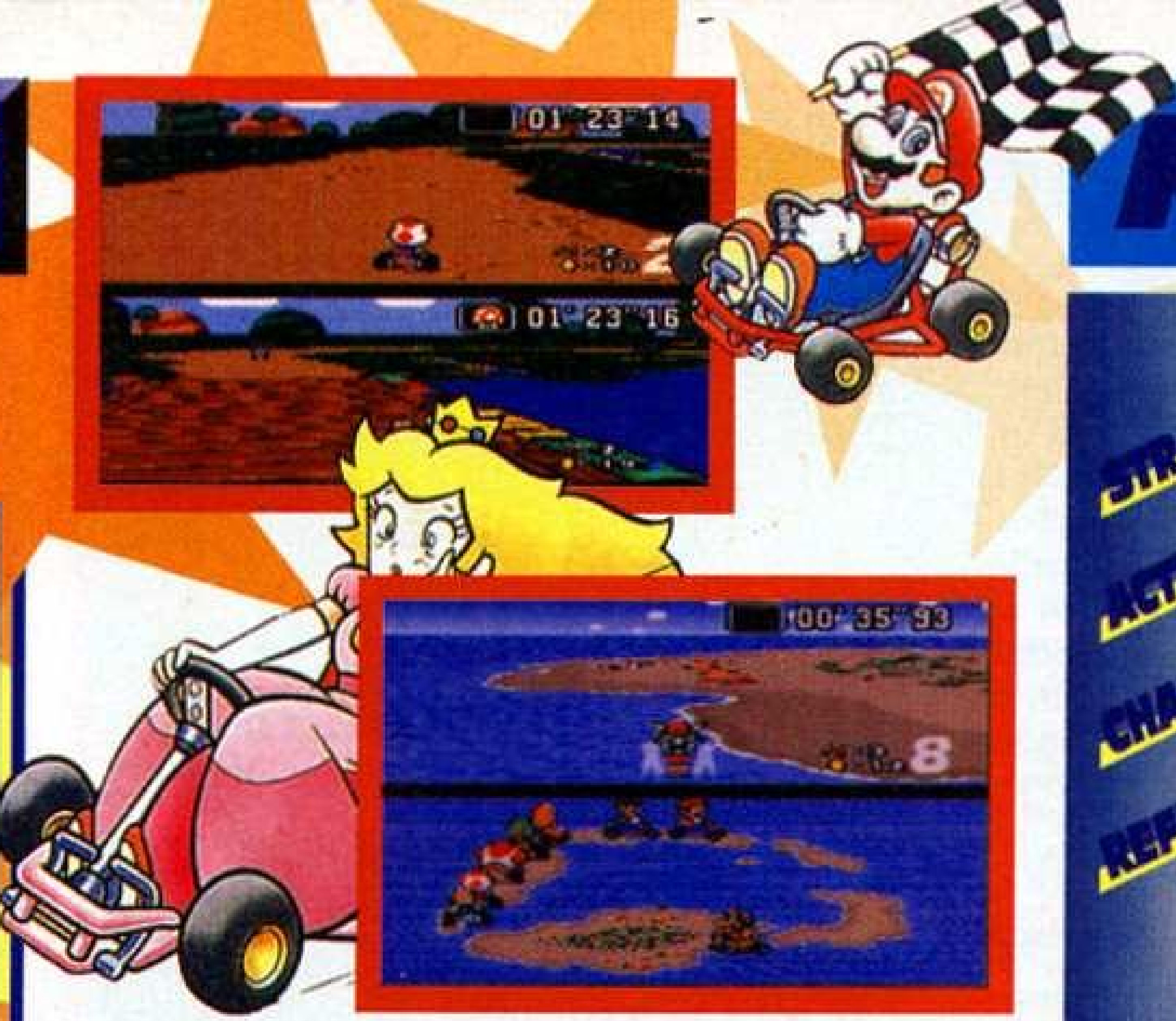


It's not often that you see a small dinosaur driving a Go-Kart, but Yoshi, as it happens, isn't bad at all. Yoshi's strength is his mix of above average speed and roadholding, but unfortunately his lack of opposable thumbs mean his steering is a little wonky, so handling is made somewhat more difficult.

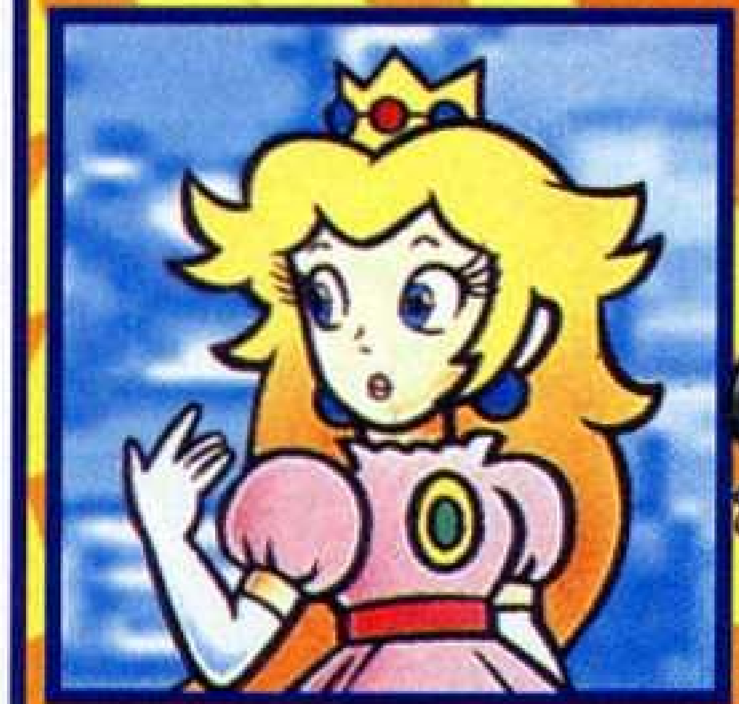
SPECIAL ITEM:

DINOSAUR EGGS.

Colliding with an egg causes the driver to lose control of the car and spin helplessly around for a few moments.



PRINCESS MUSHROOM



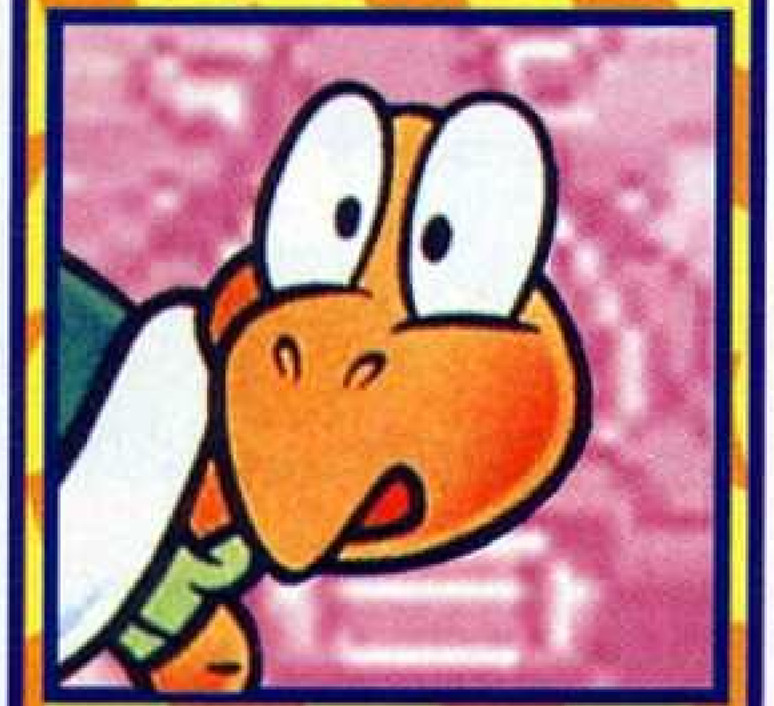
Being a petite weight-watcher, Princess Mushroom's lack of bulk allows her kart to reach greater speeds than usual. Her reactions have also been sharpened by years or Bowser-dodging, so the handling is pretty good too. However, there isn't enough weight to anchor the kart down on tricky corners so expect poor traction.

SPECIAL ITEM:

SHRINKING MUSHROOMS

Shrinks anyone who comes in contact with it. Should they be run over it's spatula time.

KOOPA TROOPER



A regular Koopa grunt whose tiny mass provides the greatest speed on the track, coupled with nippy handling. Sadly, roadholding isn't where it's at for Koopa, so expect plenty of slides and skids.

SPECIAL ITEM:

SHELLS.

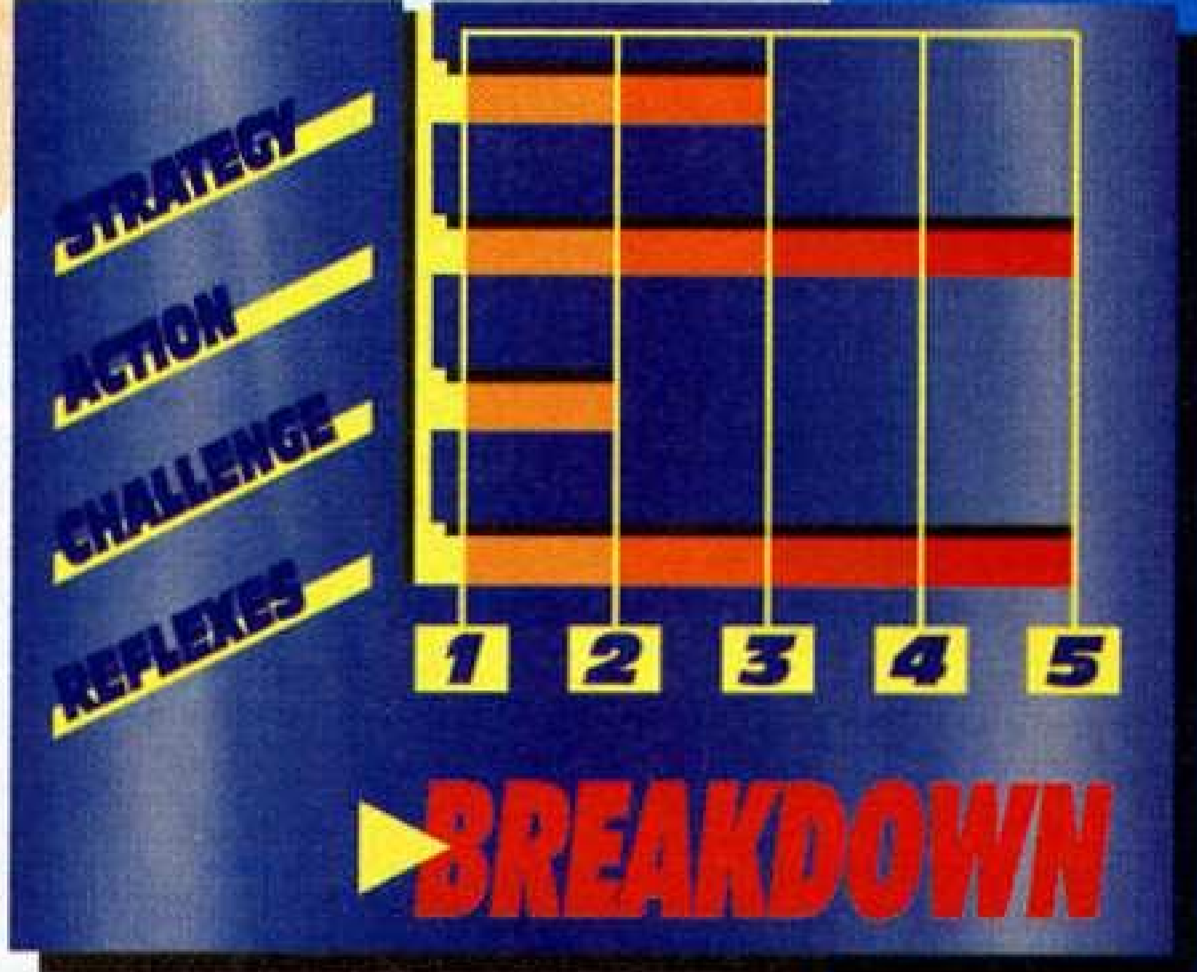
Koopa has a number of shells to hand which he lobs at his opponents in the hope of knocking them out.

COMMENT

JAZ

Super Mario Kart is undoubtedly a stunning game. The graphics and sound are both superb and the gameplay is incredible, particularly the "feel" of the karts (believe me, I've raced real go-karts and these handle exactly the same way)! But it is a game of two halves. With two players, the game is amazing. There are three modes of simultaneous play - Mario GP, Time Trial and Battle Mode. Time Trial is a fairly simply chase game where each picks a driver and course and battles head-to-head to the finish line. Battle Mode is much better, with the players driving around an arena trying to take each other out - very competitive and brilliant fun! But Grand Prix is where the game really comes into its own - it's astonishingly good fun. Not only do you battle your opponent, you've also got all the other computer players to contend with. The end result is fast, furious and highly addictive racing action - the best yet seen on the SNES. It's a shame the same can't be said about the single-player game. The problem is that for solo players the game is far, far too easy. I finished the first three Cups at 100cc level class in my first sitting, and the final level was conquered on my second go. Finito! There definitely should have been a number of difficulty settings - as it stands, the challenge level (or lack of it) is a joke! Another thing that might have helped is more courses - the ones included in this are small and very easily learned. Within a very short period of time I found myself wishing for far bigger, more complex and challenging courses - even when I was playing two-player Grand Prix mode! When it comes to the crunch, I have to say that whether or not Super Mario Kart is worth buying is totally down to you. If you've always got a second player around this is an utterly, utterly essential purchase. If you're likely to be playing it on your own, though, I don't think there's enough in it for a solo player to justify the price tag, and I'd opt for F-Zero or Exhaust Heat instead.

RATINGS



PRESENTATION

94

▲ Plenty of modes to try out. Great presentation throughout.

▼ Unrewarding end sequences.

GRAPHICS

96

▲ Large, clear sprites and great backgrounds. Superb animation. Stunningly quick and realistic 3D update.

▼ Lack of variety in roadside objects.

SOUND

90

▲ A number of well-produced tunes. The effects are pretty good, although there aren't many of them.

▼ The cuteola sound factor could make you ill.

LASTABILITY

89

▲ Two-player mode won't lose appeal, with loads of games and sub-games to play.

▼ Single play mode becomes dull quickly due to lack of challenge.

PLAYABILITY

94

▲ Fast and exhilarating. Dead easy to get into. Very Addictive

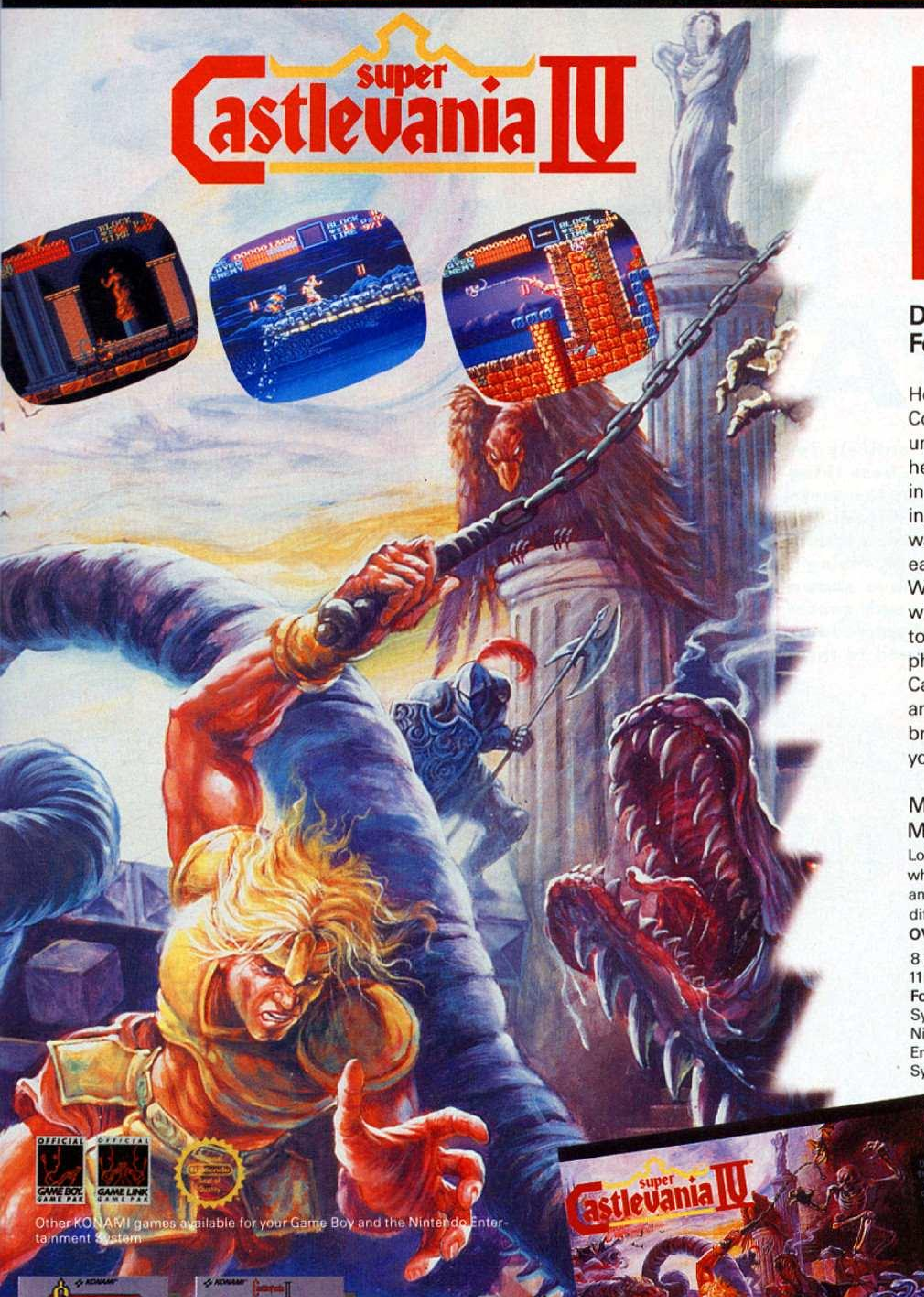
▼ Perhaps not quite enough courses for single players.

OVERALL

A superb piece of software which is let down only by its lack of one-player lasting appeal - solo players be warned. But for those with plenty of friends, this is an unmissable game.

92

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For y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New

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For your Super-NES !

He's back, the Duke of Darkne
Count Dracula has returned to
unleash untold horrors upon t
helpless villagers of Transilvan
in this bloodcurdling, spine-ch
ing adventure. Can you find yo
way through 11 terrifying levels
each filled with impending doo
Will you find the hidden weapo
which will aid you in your missi
to defeat the ghosts, ghouls &
phantoms which lurk inside th
Castle of Undead and roam it's
ancient grisly grounds. Are you
brave enough to try? Or would
you rather die?

Mean
Machines 1/92:

Lots of levels await your whipswinging presence, and they're pretty difficult to master!

OVERALL 93%

MEG
GAM

8 megabit game
11 levels
For 1 Player
System: Super
Nintendo
Entertainment
System

KONAMI

F & P 92/336 F

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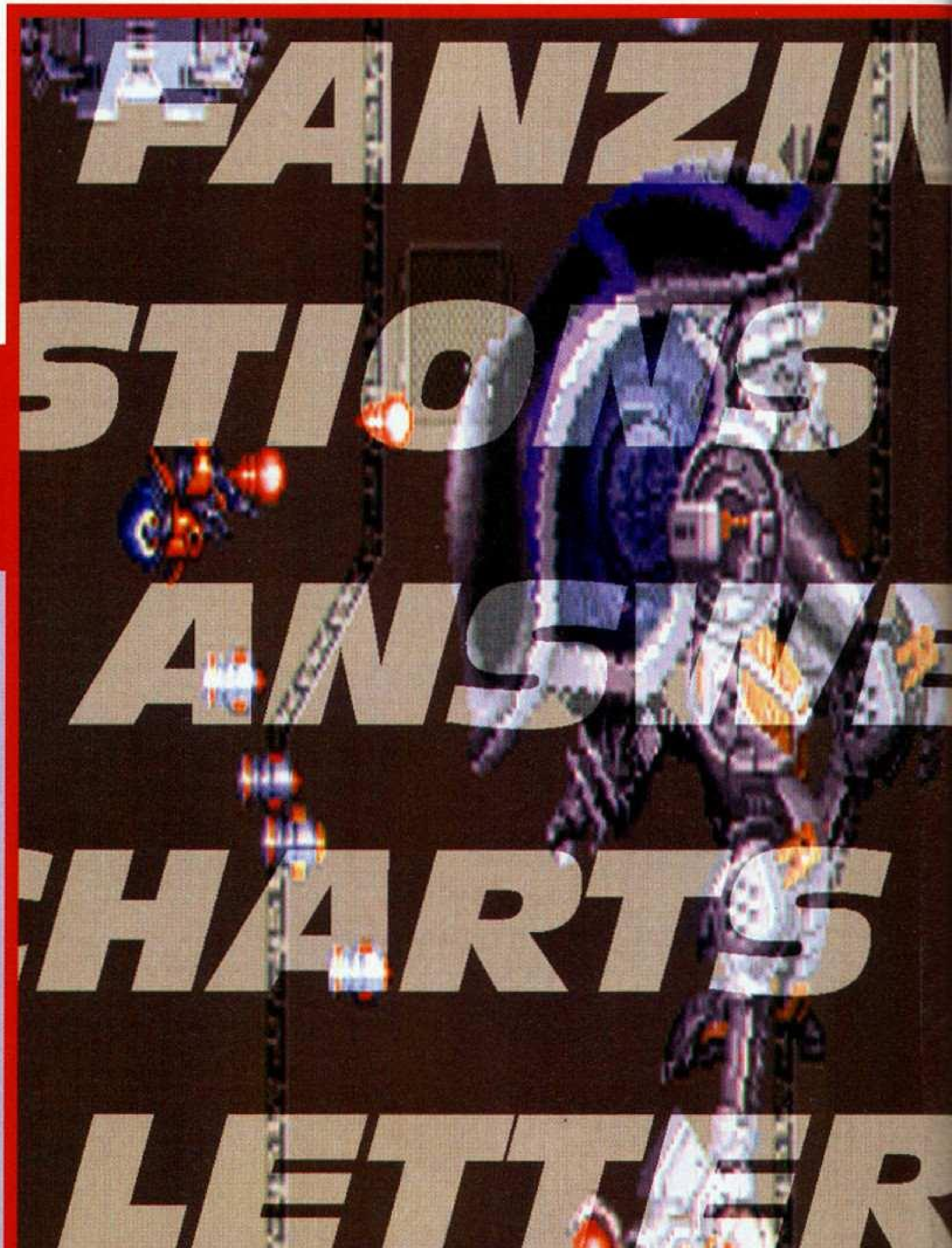
INTER ACTION

Many mags offer the chance to interact with their pages, but none can match the sheer participatory delights of the NMS Live section! Every month, in this very spot (or thereabouts), we'll present a refined blend of the highest quality contributions to the magazine from the most dedicated crew of Nintendo freaks on earth - you lot! There's the letters answered by Jazza, big Ed of this esteemed organ, charts, fanzines and our invaluable Q+A service which are all contained in one section, entirely for your ease-of-use. And the best thing about the NMS Live is that the more mail we get from you, the bigger the section will become - it's, like, a totally evolving, virtually organic, er, "thing". But be warned, surveys have shown that prolonged exposure to such unnaturally high levels of excellent reader-magazine interaction can lead to thrill overload!



THIS MONTH

LETTERS 28

Things get said, answers get written and everything is super hunky dory. Hurrah for the letters page. Praise be and hurrah!

FANZINES 32

You know you're just bursting with both gaming and creative skills, so what better way to demonstrate your talents and your jaw-slackeningly enormous control pad prowess than by putting together a fanzine? None, that's what.

Q+A 34

Everything you ever wanted to know about Nintendo systems and games but were afraid to ask. Turn yourself from break-time buffoon to global superstar by mining the gleaming nuggets of knowledge from the Great One himself.

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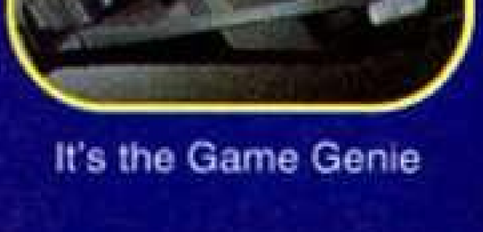
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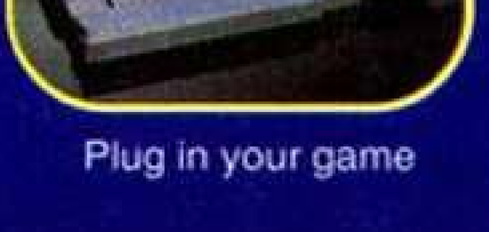
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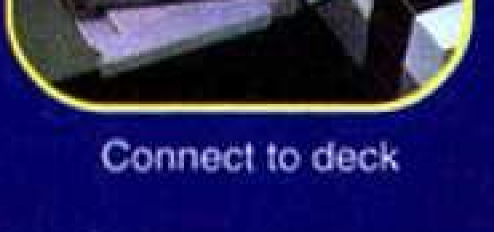
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INTER ACTION MAILBAG

How did the first creature ever to set foot (or flipper) on land actually do the deed? Did he, she or it skulk about the shore and then dash up the beach quickly, before scurrying back to the safety of the brine. Or did he, she or it breeze up the shore whistling the star spangled banner (or equivalent prehistoric tune), loaf around for a bit and then saunter back, having found that there was no-one there. Who knows? Our fine Editor Jaz Rignall certainly doesn't, because he's too busy answering your letters. If you've got anything fab 'n' groovy to say, or indeed anything inept 'n' untrendy, or you have some pictures, why not write in? The address is: NEANDERTHAL MAN'S FIRST EVER WORDS WERE GOOWAAA GOOWAA WANNNGGYYY JAZZA'S MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

I HAVE A DREAM

Dear Jaz
I have a vision, a vision of a world where games designers and manufacturers release games which break away from the same old platform formats and horizontally scrolling beat 'em ups and boring shoot 'em ups. Why don't they release a whole new generation of original and exciting games which use unseen concepts.
I realise that they would be taking a risk if they broke away from the same old genre, but I'm sure that if they did their research they would find that many people feel the same way as myself. Maybe if people wrote letters similar to mine, somebody would take note and do something about it!
John Maher, Warrington, Cheshire
JAZ: That's a nice vision! It's certainly true to say that if companies continue to play it safe by releasing similar games on familiar formats, eventually everyone will become bored - just like if record companies just released heavy metal records and nothing else. The industry needs innovation and excitement to keep things fresh, and if that doesn't happen it will die a death. Hopefully the advent of CD will mean we'll see new games and exciting, original product. If not... well, it doesn't bear thinking about!

IT'S NOT IMMATURE

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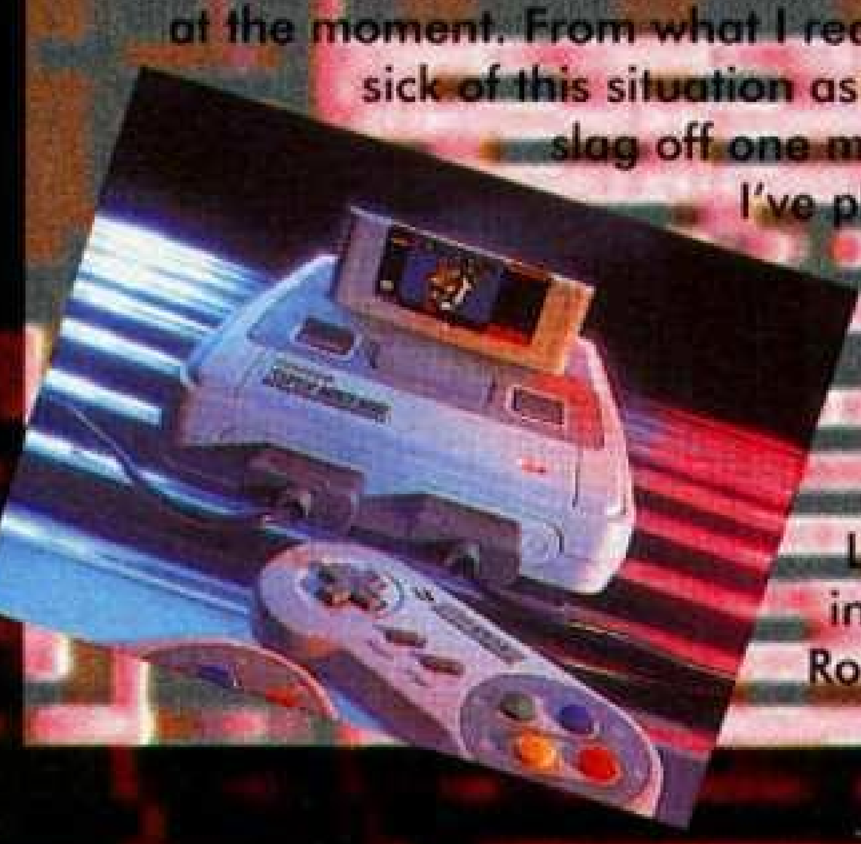
Dear Jaz
I don't know if you guys are sexist as far as video games are concerned, but many guys are towards me! I am fifteen years old and addicted to computer and console games. My favourite game is Street Fighter II, but when I play it people find it strange that a girl should want to play it. I admit that I am the only girl in our arcade and that I am not very good at it but neither are the guys who play it down there either. At school they think I'm no good at console games but they have never seen me play. My friends call me immature for playing these games.
Is it wrong to play games just because I am a girl. Guys who challenge me to Street Fighter II and lose always come back to have another go because they cannot stand their pride being hurt. I don't think it should matter if I play games or not just because I am a girl.
Amanda Snaith, Tamworth, Staffs
JAZ: There's nothing wrong with playing videogames if you're a girl, boy or even an it! They're fun, they're challenging and they give your brain an excellent mental work-out. Tell your friends that videogames are a lot more fun, and certainly more mature than sitting around in their bedrooms listening to Jason Donovan records and drooling over the male stars of Beverly Hills 90210!

HEADBANGER'S BALL



Dear Jaz
I am writing to you because I'm very concerned about the latest Nintendo Vs. Sega controversy. As a games player who runs a computer games shop I get to see what a lot of kids think of certain consoles and, believe me, it's getting a little out of hand. I've almost had to split up a pair of lads who were arguing about which is the best console at the moment. From what I read in other mags, everybody seems to be just as sick of this situation as I am, so why not boycott letters from people who slag off one machine in favour of their own?
I've played games since the heady days of the ZX81, Asteroids and the awful Intellivisions etc, and have seen people's bigoted views almost ruin the games industry. So why not let these dumbos know that they are going to ruin this industry once and for all if they don't cease their bickering. Let's settle our differences before we're all moaning that there are no games to play at all.
Rob Matthews, Game Zone, Reigate, Surrey

JAZ: Hear, hear. As I've always said, gaming is supposed to be fun and owning a machine an enjoyable experience. The people who engage in "my machine's better than yours" arguments should all be made to ride bicycles wth no saddles on.

Q+A SURELY

Dear Jaz

I would like to ask a few questions concerning SNES releases in this country.

1. When will we ever see the release of Street Fighter II on these shores?
2. When will Super Contra be released and is Axelay any good? The graphics look ace, where is that preview?
3. What is happening with the Mario movie? Is it still being filmed?
4. Are Nintendo currently working on Mario V? As Sega are about to release Sonic 2.
5. Do you have any information about the release of the colour Gameboy?
6. Is it true that there will be a chip inserted into new carts that will stop slow down and sprite flicker?

Raja Rodrigo, London

JAZ: Surely this should be in the Q+A section - you've slapped the wrong address on - doh! Still, I'll be kind for once. 1. October 17 According to Bandai. 2. Autumn - Axelay is great, as you can see from our preview. 3. Yes - there's be a full report soon. 4. Yep and yep!. 5. No - nobody does. 6. Yep - on SNES.

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GUILE

DON'T DESTROY THE CONSOLE MARKET

Dear Jaz

After watching the Amiga software market virtually destroyed by software piracy, I decided to upgrade and I bought a games console. Now to my horror the greedy software market seems to be dipping its hands into the console market. Many console gamers may wonder what harm software piracy does to the software industry. Well, they cause a decrease in sales which in turn causes software companies to push prices up. In some cases companies will abandon a machine altogether. For instance, Domark now only produce console software.

As worrying as piracy is, the thing which worried me even further was the fact that I have spotted an advertisement recently for a console software piracy device called a Magic Drive. Surely this device cannot be legal and something should be done to prevent this device being sold before console software goes the same way as computer software.

D King, Rotherhithe, London

JAZ: As I've already said, these things are illegal. Pirates successfully killed off the ST and Amiga markets - we don't want that to happen to the console market too! If you see one, don't buy it.

TOO MUCH OR MUCH TOO MUCH

Dear Jaz

I was flicking through some a console mag recently when I noticed that a lot of mail order firms are selling Street Fighter II for £60–£100. I know that not all 16-bit games cost this much but this one is totally out of order and over-priced.

Surely if console companies can reduce the price of their machines, as has happened with the Megadrive and, more recently, with the SNES in America, then they can reduce the price of their software too.

Michael Booth, Ramsgate, Kent

JAZ: Not necessarily. The companies are prepared to make the hardware cheaper and make no profit out of it, knowing that more units will be sold and that they can make their money back on increased software sales.

TUT! TUT! TUT!

Dear Jaz

My son, who is nearly fifteen is always wittering on about what a great game Street Fighter II is, but, having seen the arcade version, I am appalled! The Idea seems to be to pick a thug of your choice and have him kick the fundament out of your opponent's thug in exotic locations, with an unpleasantly realistic picture of the thug who came second, bruised, bloodied and battered. This game and others like it are simply the console equivalent of video nasties - sheer computerised sleaze.

Don't try and fob me off by pointing out that in most of the games it is the goodies beating up the baddies. The plot, such as it is, is just an excuse. These games exploit and encourage a taste for gratuitous violence. Whatever happened to gentle games like Pac Man, Break Out and Tennis?

Stephen Horsfall, Hemel Hempstead, Herts

JAZ: Gentle games are still there - in fact there are more around these days than there have been at any other time in the history of the videogames market. But there are also fighting games, simulations, sports games... the list goes on. Streetfighter II might be construed as violent, but really it's harmless. All the aggression is contained on-screen and is much better than having two youths beating the seven shades out of each other for real. At the end of the day it's all just fantasy...

MORE FEMALE FROLICS

Dear Jaz

After reading an article in a Sunday newspaper about computer games for girls I thought I must write to you. I would just like to say that I am not a sexist and believe that women have the same rights as men. This letter is only how I feel on a certain issue and not a general feeling I have.

The article said that out of all the people in this country that own a console, only 15% are girls. The newspaper also said that these companies would be putting a large amount of money and time into trying to fill the market gap.

I feel, however, that this is a waste of time and that it will not be profitable for any company. Games like "Barbie Goes Shopping", "Pretty Pretty Princess" and "computer Aerobics" which are aimed at the female games players hardly sound very interesting, let alone provide a decent challenge, which is what computers are all about.

Computer games at the moment are mostly aimed at boys. I feel, though, that quite a lot of games available at the moment could be of equal enjoyment by girls. Sports games, for example, could be enjoyed by girls as they do not contain the violent elements which most people seem to associate with boys.

Cute platform games like Mario are non-violent and contain enough cartoon effects to be enjoyed by everyone. The introduction of female only games

games will not necessarily create a new breed of girl games players, in fact it may create problems because boys will not like the fact that their machine produces batches of "silly" girl games. What do you think about big computer games companies producing games for girls. Maybe you should have a poll to find out what your readers feel about this.

Jeff Sherer, Northwood, Middlesex

JAZ: It's always the same. A company produces specific games for females and gets accused of being sexist, and then doesn't and gets accused of precisely the same thing. What we need is more female game programmers - I'm sure that would soon rectify the situation.

WHAT'S THE TOUGHEST

Dear Jaz

I think that Super Mario World on the SNES is overrated. When I went to the shops and played on it I found that it was quite easy and did excellently. I have an NES and have Super Mario III. I think that this is the best game in the world, it is more difficult and every time I play on it I find a new secret pipe or room. MEAN MACHINES gave them both a staggering 98% and most people think that Super Mario World is the better of the two but I disagree. Which do you think is the hardest to complete? Finally, how do I get my dad to stop playing on my console.

Ronald Haber, Salford, Manchester

JAZ: Super Mario World is definitely the hardest. Finishing the game is easy - finding all 96 levels, the real aim of the game, takes a lot of time and skill.

INCOMPATIBILITIES

Dear Jaz

Please could you shed some light on the matter of non-compatibility between consoles. Take for example the Japanese SNES and the UK SNES. Firstly, why does Nintendo spend time, energy and money designing complicated methods of trying to stop people using non-compatible carts in their machines? When I'm sure they must realise that someone will find a way around it. As with the official SNES that has a chip incorporated into it which will only play officially released carts. But now, thanks to the spellbound adaptor, playing import games is as easy as playing official games.

Secondly, why do Nintendo insist that using this "add-on" will invalidate the warranty on the machine? Do they really think that this will worry people and stop them using it? To a lot of people, losing the warranty is a small price to pay if it means extending the amount of titles available to them by three or four times. Besides, consoles are reliable and easily pass their warranty time limit with little, if anything, going wrong with them.

To add to my first point, I think that Nintendo should invest its time and money creating an array of decent games for the CD-ROM and Super Scope rather than on complex ways of stopping people using import carts.

D J Hall, Bath, Avon

JAZ: First of all, the reason why SNES machines are different from country to country is so that software can be released at different times and at different prices. It's as simple as that. Regarding the converter, be warned - if you use one you can actually blow the fuse in your machine! For more information read Q+A over the page.

DO WE NEED THIS TECHNOLOGY?

Dear Jaz

There is one part of the console world that is a bit confusing to me. Why is up to date equipment needed to create a good game when you can create brilliant games without it? As Mario III proves.

There is no doubt that at the moment the 16-bit console market is at its peak, and with the next century looming up on us , it seems that the console market may be getting a tad hi-tech. I welcome all this new technology but, with the new 32 and 64-bit machines being produced, it seems that the stand-alone 8 and 16-bit consoles may soon be a bit dated.

The introduction of CD technology is undoubtedly starting to play a big part in the console world, with Sega's Mega CD and the new Nintendo CD AX. It has dawned on me that all of this new equipment can only improve gameplay to the extent that CDs can hold more information than cartridges.

I don't mean to sound pessimistic, but why do we need CDs? It seems that companies are trying to get us to buy their machines because of the technology and not the quality of the software.

What I'm trying to say is that why have all of this up to date hardware if, ultimately, the graphics and sound are improved, but not the gameplay?

R Delicata, Bromley, Kent

JAZ: What you say is true, but to a certain extent it's a bit like buying a CD player. Music is the same whether you play it on a rubbish record player or your new CD, but on CD it sounds miles better. Anyway, because of the improved memory and hardware ability, hopefully new game styles and gameplay will be even better - simulations will be more realistic and games bigger and tougher than ever!

SO LONG SHENG LONG

Dear Jaz

I'm sure all of you have seen M Bison beaten by someone on Street Fighter II, but has anyone seen Sheng Long beaten?

To confront Sheng long you HAVE to be Ryu and perfect everyone except M Bison. No one is allowed to hit you - even once. When you reach Bison you have to spar with him for ten rounds without hitting each other at all. After the tenth round Sheng Long should appear and get rid of Bison and fight you to the death. If anyone is able to do this they should send a picture in to NMS.

Who do you fight at the end of Street Fighter '92? If it is Bison, do you have to fight him if you are playing as him, or is it Sheng Long? Because when you beat someone as Ryu it always says "you have to beat Sheng Long to stand a chance."

Please settle this matter once and for all.

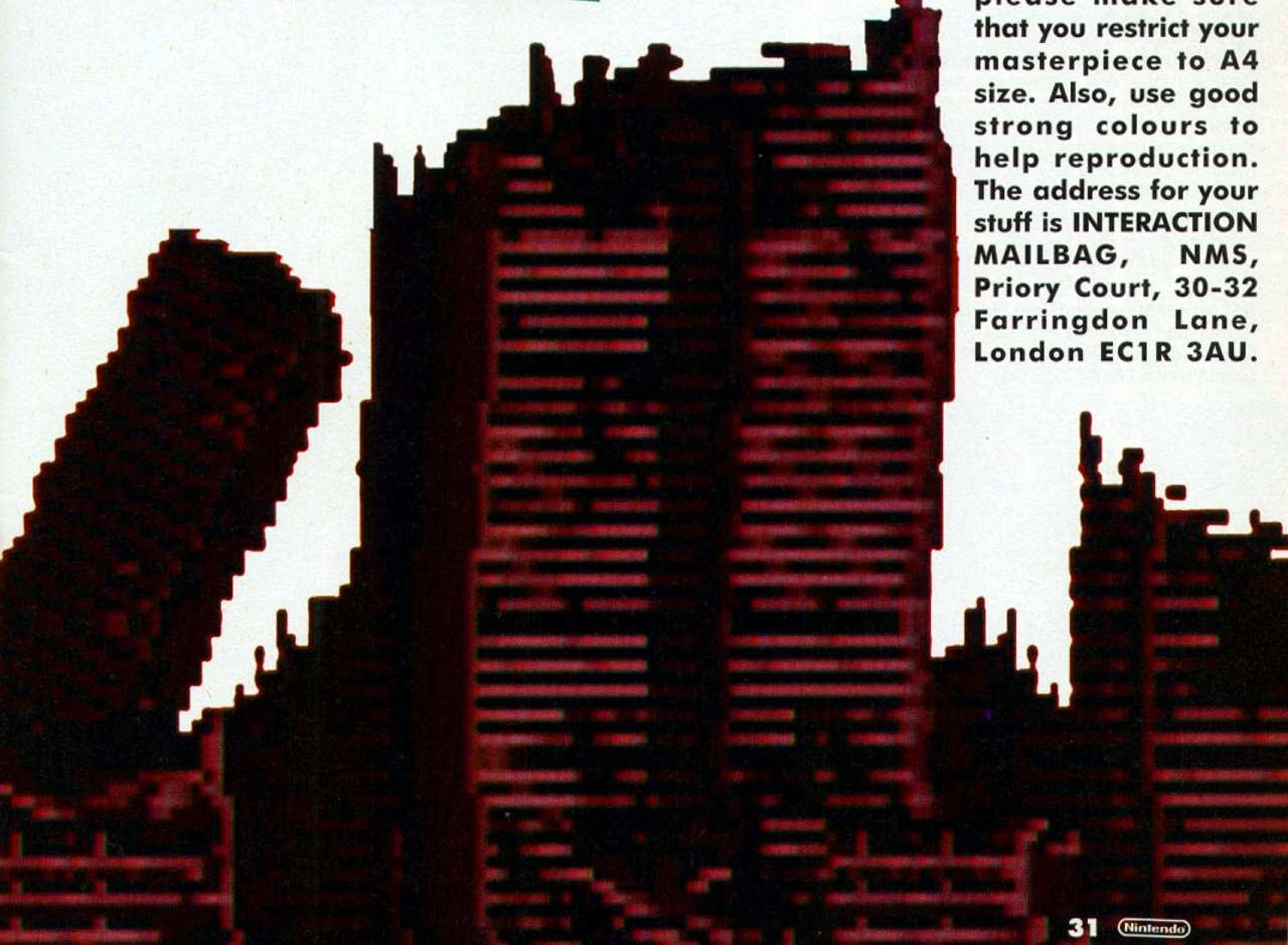
D Ankrah, North London

JAZ:This is, of course, rubbish. The original article appeared in an American magazine, complete with Mac-Doctored picture. It was a great stunt, and certainly created a legend in its own lunch time. Sheng Long is actually the punch Ryu and Ken do. Doh!

INTER ACTION

MAILBAG

We want more of your letters! Send 'em all in, along with your best artwork for your chance of fame and fortune (well, fame any way) in the esteemed pages of NINTENDO MAGAZINE SYSTEM. If you're going to send in your pictures, please make sure that you restrict your masterpiece to A4 size. Also, use good strong colours to help reproduction. The address for your stuff is INTERACTION MAILBAG, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



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It doesn't matter if you're running an existing fanzine of your own, or have never tried putting one together but just fancy having a go.
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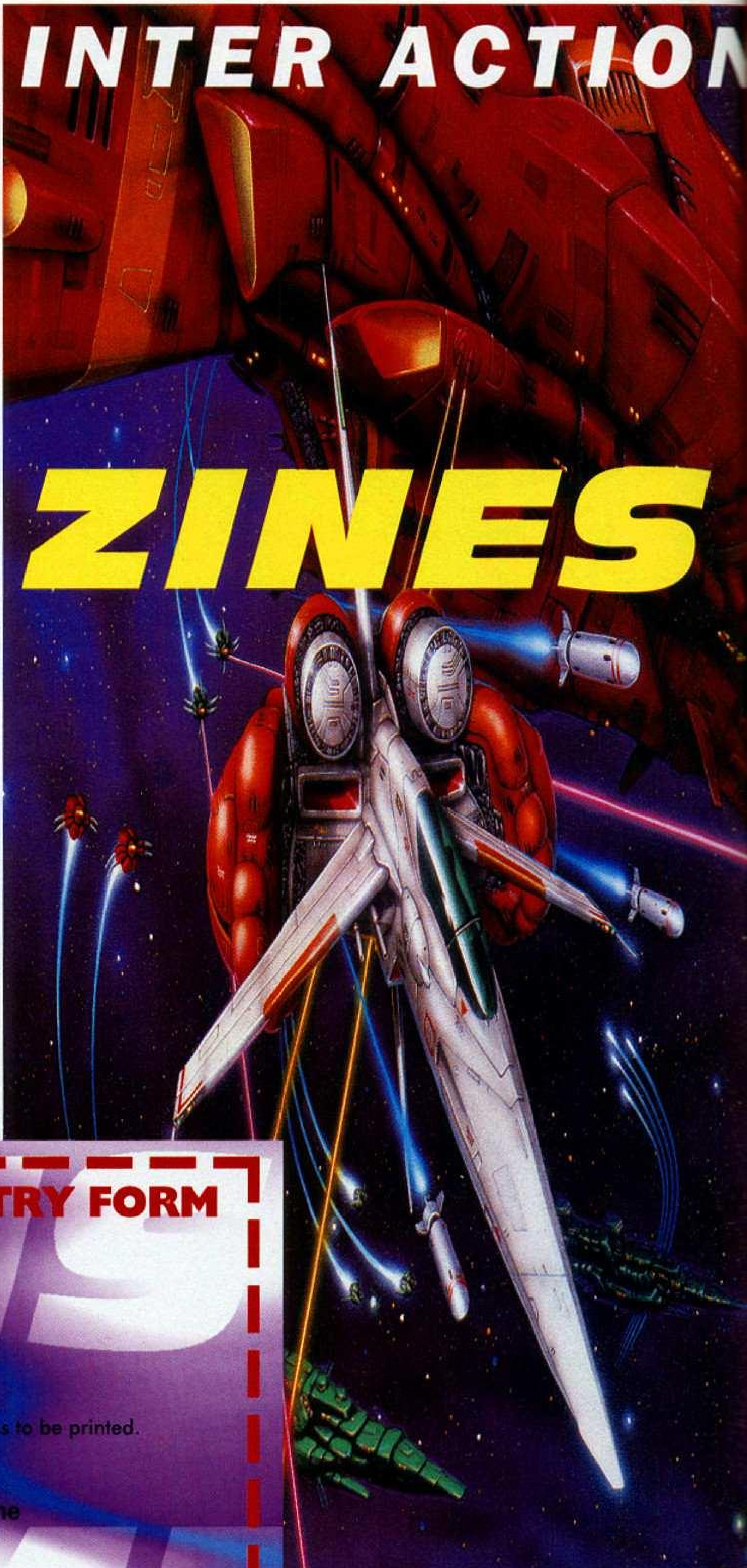
FANZINES



DUH' SO WHAT'S A FANZINE THEN?

This is not as daft a question as you may think. A fanzine is a magazine assembled, as its name may suggest, by "fans" of a particular thing. In this case, Nintendo games. The factor which distinguishes a fanzine from a "real" magazine is that the fanzine isn't put together by a professional publishing house, and isn't available in any newsagents. It's arguable that there are plenty of mags which are available in newsagents which most certainly aren't put together by anything resembling a professional publishing house, but that's neither here or there.

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Q+A

INTER ACTION

Jazza's back, and this time he's brought his special Nintendo answering knee sliders, ready to come up with all the solutions to your wild 'n' wacky conundrums. If you've got anything you need to know - and we mean anything - why not write in? No problem's too big, and no question's too complicated. Where do you send your stuff? Well, try JAZZA THE GREAT CONSOLE ORACLE OF THE WESTERN WORLD, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q BY JINGO!

Dear Jaz

I would like you to answer some questions referring to NES carts.

1. I am exasperated at the price of some NES software and am wondering if Nintendo have any plans to reduce the price of NES carts in the near future?

2. After the release of the brilliant Star Wars I have been eagerly awaiting the release of The Empire Strikes Back. When will it be released in the UK and is it as good as its prequel?

3. After seeing all the crap football games on the NES I would like to know if there are any decent ones and are there any decent tennis games available?

Ian MacKay, Caithness, Scotland

A

JAZ: 1. I doubt it. There might be a price drop of some of the older stuff to around £20.00, but really I can't see the standard prices of cartirdges dropping. Boo! 2. Around Christmas. From what I've seen it looks pretty good, but didn't think it quite matches up to the brilliance of Star Wars. Of course, we'll let you know when we review the game later on in the year. 3. NES soccer games are a sad, shambling bunch and I've yet to see a decent one.

Q HURRAH FOR THE BEAK!

Yo Jaz!

I really hope you print my letter this time because I think my ?'s are more important than stupid-ass-?'s like "Is Fatal Fury (a SNK Neo Geo game!) coming out on the SNES?"

I already own an Amiga and a Megadrive when I saw the SNES was already for sale in Holland (I wrote a letter to those people from Club Nintendo, and they told me they didn't know when the SNES would be released in Holland, three weeks later it was released) I immediately decided to sell my Megadrive and get a SNES, mainly because Final Fight, Turtles IV, Streetfighter II are on it. Here are my ?'s.

1 Will Final Fight Guy be officially released? If so, when?

2 Is there any chance Capcom will reprogram Final Fight on the SNES again so there is a two-player option? (It will sell thousands!)

3 Will Captain Commando, Sly Spy Secret Agent and Vendetta appear on the SNES?

4 I noticed a King of Dragons poster in CVG 128, will this fine beat 'em up appear on the SNES?

5 I have seen a certain person is selling Super Guns, Super Magicoms and Multi Game Doctors. What the hell are they and why hasn't anybody told us about them?

Ralph Guy Eberlin,
Oss, Holland

A

JAZ: 1. It doesn't look like it. 2. Again, no. 3. There aren't any plans to release those games at the moment. 4. Nope. 5. They're all illegal pirating devices, that's why no-one has mentioned them.

▲ Could you become King of Dragons?

Q PERFECT PRANG!

Dear Jazza

Could you please answer these questions:

1 Is Super Nintendo ever going to be released in Australia?

2 Are there any cheats or tricks for Gameboy Castlevania?

3 What are the best in each category for Gameboy and SNES?

4 Is Nemesis a conversion of Gradius?

Jon Goonan, Timboon, Victoria, Australia

A

JAZ: 1. Yes - but don't ask me when. 2. Yeah, miss out the first candle and whip the rest to get a 1-up. Climb all the way up the 5th rope and you can actually go through the ceiling into a bonus room that contains an extra life and other goodies. 3. What categories? You must specify your questions - I'm not a flippin' mind reader! 4. Yup!

Q OZZARD PRANG!

Dear Jaz

will soon be investing my money in a Super NES when I go to America this summer and I was wondering if you could answer a few questions for me.

1 Will an American Super NES work on my English TV? If not is there a special lead that I can use to hook it up to my TV and where can I get it?

2 Will English games work on an American Super NES?

3 And finally, how much is an American SNES and games?

Andrew McGrath, Dublin, Ireland

A

JAZ: 1. No, 'fraid not. You need to get a multi-standard PAL/NTSC telly to get the machine to work. 2. Nope. 3. $99.99 for the machine and aournd $50.00 per cartridge. If you're thinking about buying an American Super NES from the States, forget it. It's not worth the bother. As I've already said, you need to buy a special telly to get it to work over here (even expensive tellies with SCART sockets don't work), or else get the machine especially converted, which costs a lot of money and means you don't get any sort of warranty.

Q TOP-HOLE!

Dear Jazza Mon

Could you please answer the following questions:

1 In the new N-Force it says SNES Streetfighter II is one-player only, are their sad facts screwed up or what?

2 How long till Streetfighter '92 appears on the SNES?

3 Say how much you know about Streetfighter III? Characters, moves, options etc.

4 Will Nintendo cut its prices? I mean, £50 for a NES 4-colours on screen load of cack.

5 Will there be a "bundling package" change in the next two years for the SNES, maybe with

7 When will Area 88 and Contra be released in the UK?
The Quizster With No Name, Little House on the Prairie

JAZ: 1. Their facts are completely screwed up. Doh! 2. There aren't any plans to release it at the moment - anyway, using the special Streetfighter II cheat you virtually get Streetfighter '92 anyway! 3. Everything - I couldn't write it all down here because it'd take up about 50 pages. 4. Noooooooo. 5. Probably - more news later this year. 6. Yes, Capcom are working on Mickey Mouse as we speak, and there's a Goofy game in the pipeline. 7. September and November respectively.

ABSOLUTELY A1

Dear Jaz
I own a Nintendo and a Gameboy. Would you please answer these questions for me?
1 Is Robocod being released for the NES?
2 Will Lemmings be coming out for the NES?
3 Would you please rate these games for me: Super Mario III, Megaman II, Super Mario II, Super Mario I.
4 When will Super Mario Land II be coming out for the Gameboy?
Jamie Parker, Eltham, London

JAZ: 1. No. 2. Yes - in January by the looks of things. 3. They're all 90%+ games. 4. No release date as of yet.

BEEZER!

Dear Jaz
Please could you answer these questions?
1 Will Aliens III be out on the SNES? If yes, when?
2 What is the price for the Super Scope?
3 When is Final Fight out in the UK version on the SNES?
Gar Hoo Poon, Hornchurch, Essex

JAZ: 1, Yes, early next year. 2. About £60.00. 3. It's out now.

▲ Ryu provides M.Bison with a kick to the face!

WHAT A BRICK!

Dear Jaz
Please could you answer my questions about my SNES?
1 How much will Streetfighter II be when it's released?
2 Is there a convertor to play UK games on the US SNES?
3 How do you do the handcuffs on Streetfighter II on arcade?
Gar Luck Bag, Acton, London

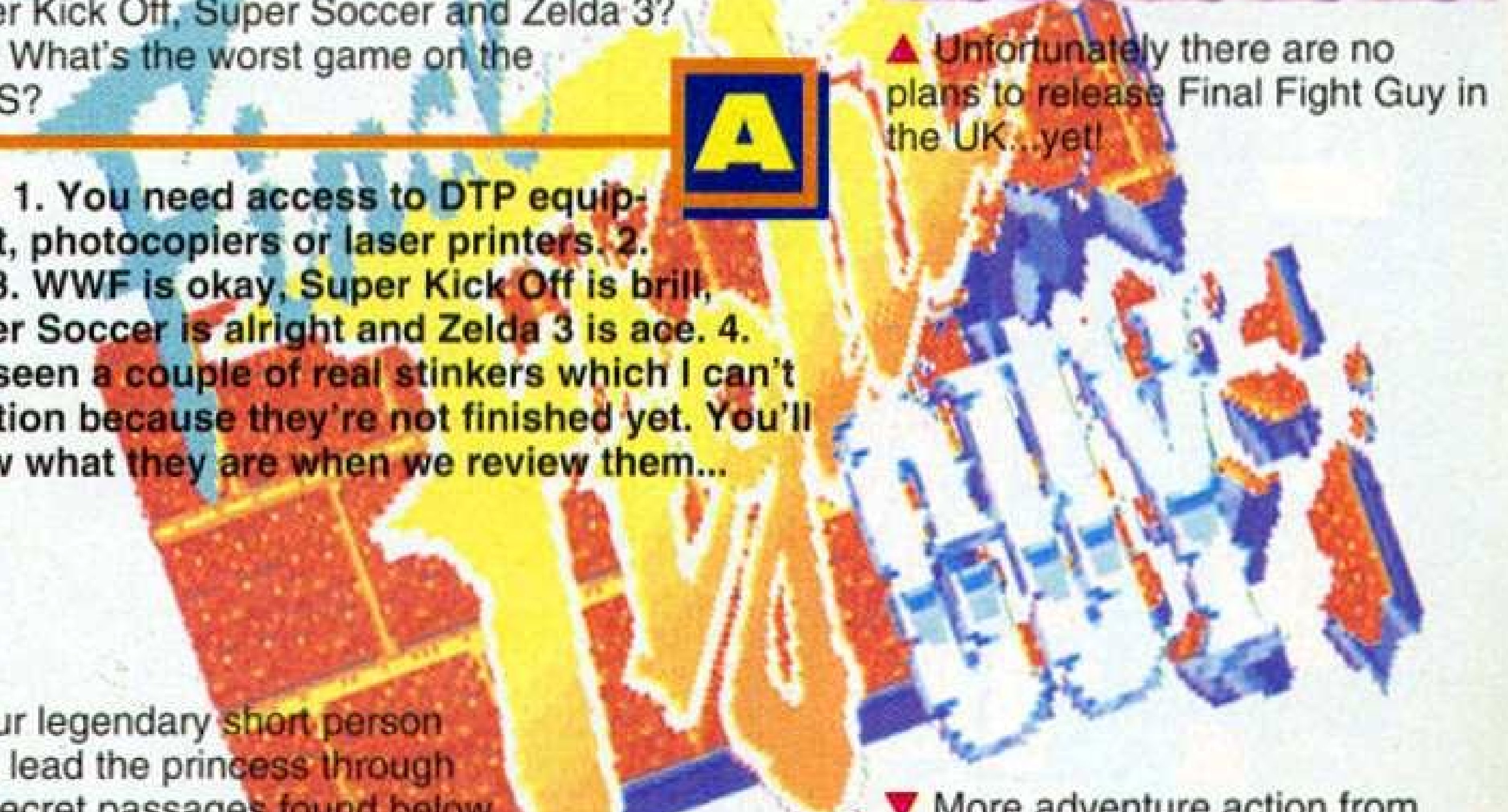
JAZ: 1. Probably about £65.00. 2. Yes, but because you use two cartridges at once it puts a great strain on the machine's fuse and it can blow very quickly. If this happens, you have to get the machine fixed yourself, which can be expensive. Apparently, because of the way the machine blows, Nintendo's engineers can tell if a converter has been used and this invalidates your warranty and the machine will be sent back unfixed. You have been warned. 3. What the hell are you talking about?

WIZARD WHEEZE

Dear Jaz
Could you answer these questions please?
1 Me and my mates are starting a console fanzine. What stuff do we need?
2 Is Guy on the UK version of Final Fight on the SNES?
3 Are these SNES games any good: WWF, Super Kick Off, Super Soccer and Zelda 3?
4 What's the worst game on the SNES?

JAZ: 1. You need access to DTP equipment, photocopiers or laser printers. 2. No. 3. WWF is okay, Super Kick Off is brill, Super Soccer is alright and Zelda 3 is ace. 4. I've seen a couple of real stinkers which I can't mention because they're not finished yet. You'll know what they are when we review them...

▲ Unfortunately there are no plans to release Final Fight Guy in the UK...yet!



▼ Our legendary short person must lead the princess through the secret passages found below Hyrule castle.

▼ More adventure action from from Zelda 3.

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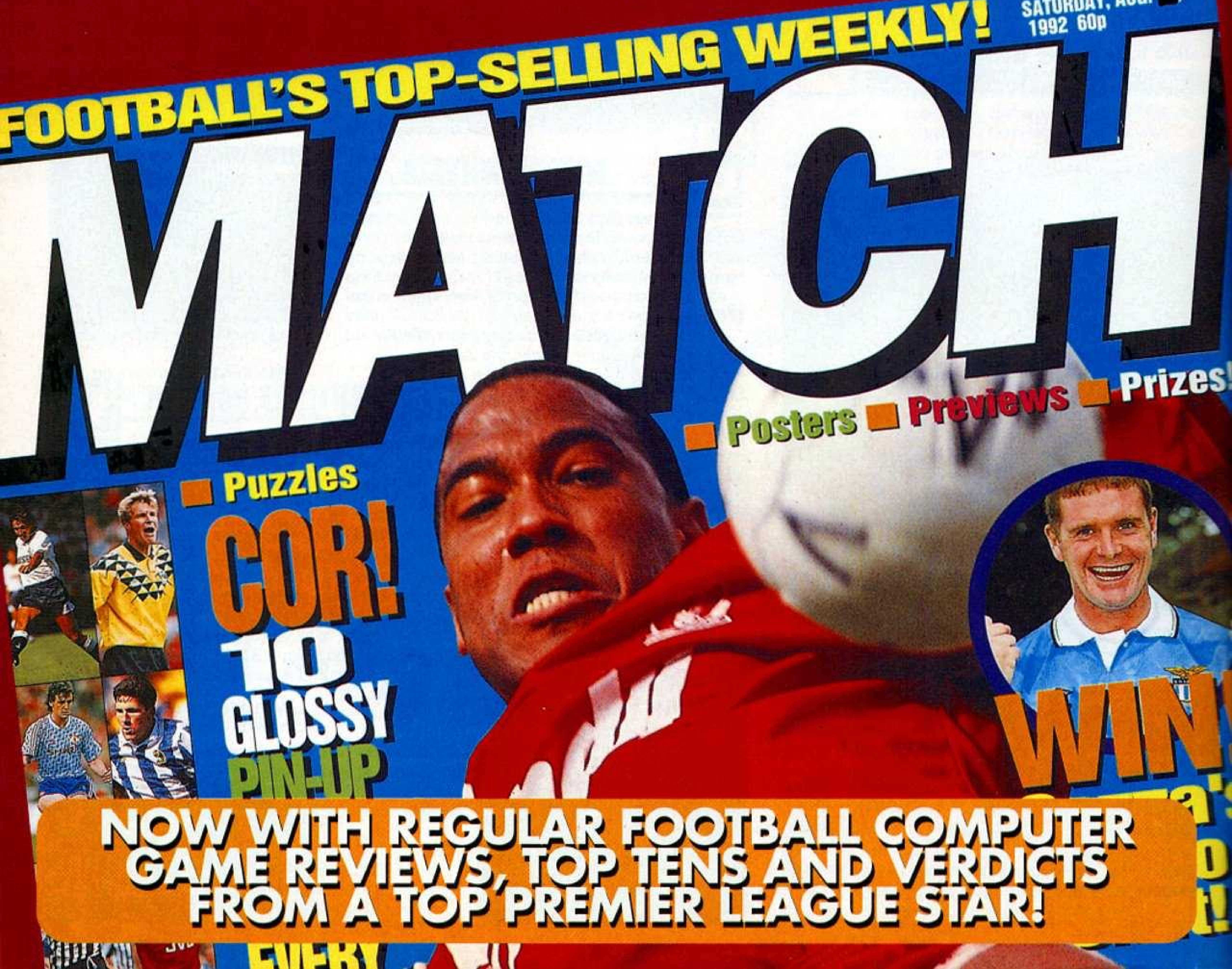
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SUPER GAME GUIDE

Welcome! Welcome one and all to the finest tips section in the known galaxy! The Nintendo Tips System is unlike all of the other tips sections you will have come across on two very important scores. Entirely aside from the normal level of excellence that you have come to expect from every Mean Machines product, NTS offers:

1 Super-handy cut-out-and-keep tips presented in amazingly convenient sizes, just ready to be snipped out and popped into your appropriate game box. No longer will you have to search a stack of old issues in order to find your cheat - just open the box and voila! there it is!

2 Official Nintendo Maps! Official technology-breaking computerized maps for the hottest Nintendo games direct from Nintendo in America, lovingly and cunningly reproduced here, with full updates of changes for the UK versions of the game.

Each month, we'll offer a mixture of super-detailed playguides and these tip-cards. Giving you, the beleaguered player, the ultimate in tip guidance!
And so, before we enter the halls of wisdom and knowledge, let us examine the games stripped bare and cracked open this month.

1 THE ADDAMS FAMILY

Kooky and ooky they may be, but they won't be spooky for much longer now that NMS has exorcised this macabre platformer.

2 F-ZERO

If Mansell's recent successes have inspired you but that crucial F-Zero championship seems to constantly elude you, then look no further for our Formula 1 type tips on this top racer

3 PILOTWINGS

The NMS tips factory spreads its massive wings and takes to the skies to bring you the complete low down on this aerial wonder.

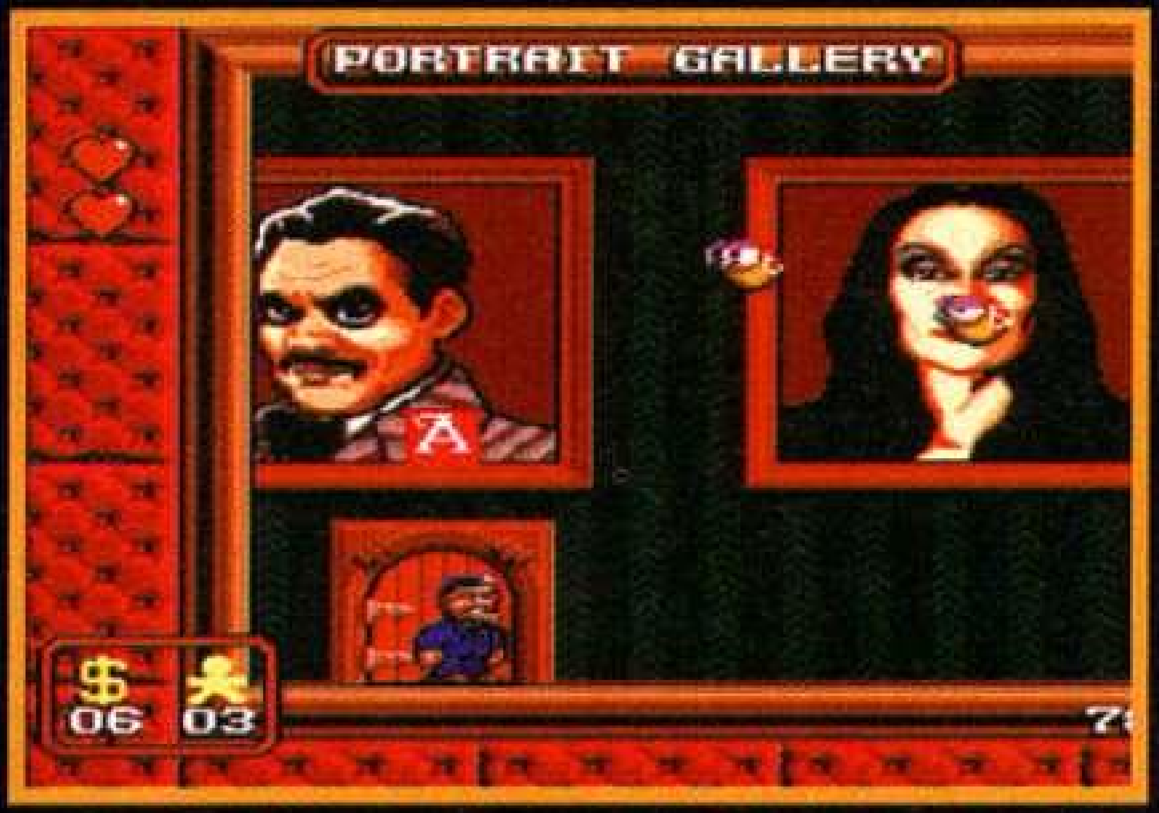
MINI-TIPS

As if all these tips weren't enough the tips machine that is NMS has provided the sweetest ending to this first tips special with a collection of small but perfectly formed minitips for all your favourite formats. Who could ask for any more than this?

The Addams Family
START GAME
PASSWORD

THE ADDAMS ALTERNATIVES

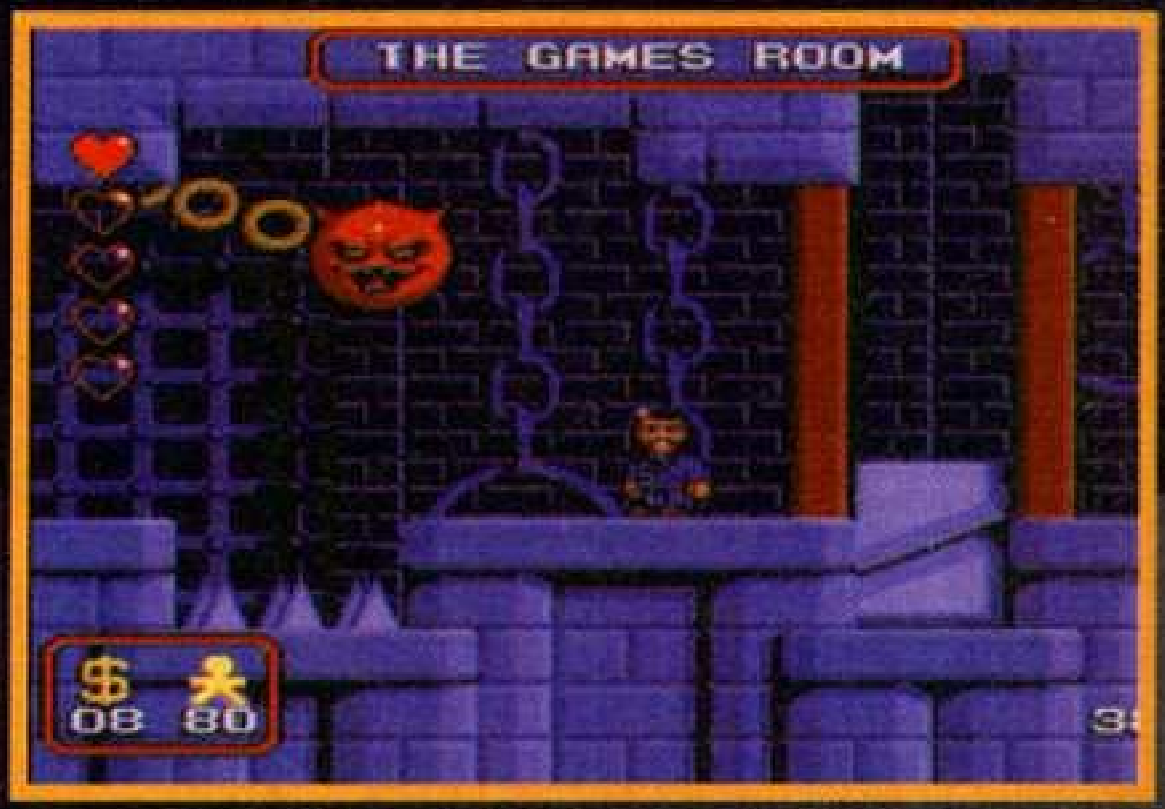
The start of the game sees our diminutive hero standing on the front porch of the Addams' bijou residence. From here, take Gomez for a stroll around the well-appointed grounds of the Addams Mansion or open the front door which leads the beleaguered patriarch into the foreboding Hall Of Stairs. Here there are seven doors for Gomez to try, each leading to a different part of the house and, ultimately, to one of his imprisoned loved ones. There are a couple of hidden bonus doors too, one of which houses enough one-ups to see even the most inept player well into the game. But if you lot were any good you wouldn't be reading this anyway. So pay attention as the unrelenting NMS tips force lays bare the bones of this haunting title.



PORTRAIT GALLERY

3

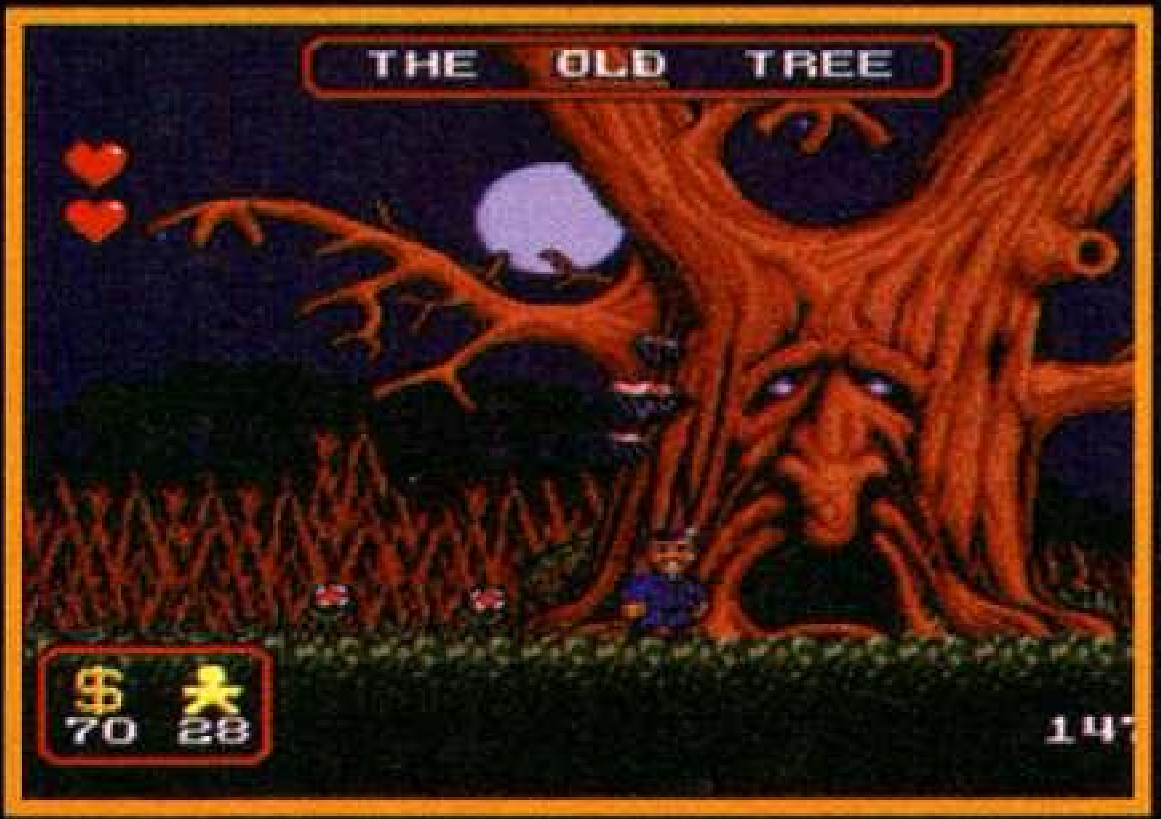
Admire the paintings of the family members on your way through the Hall of Clocks.



THE GAMES ROOM

4

You won't find toys in this room. The Addams' taste in games is much more "exotic". Search for secret doors.

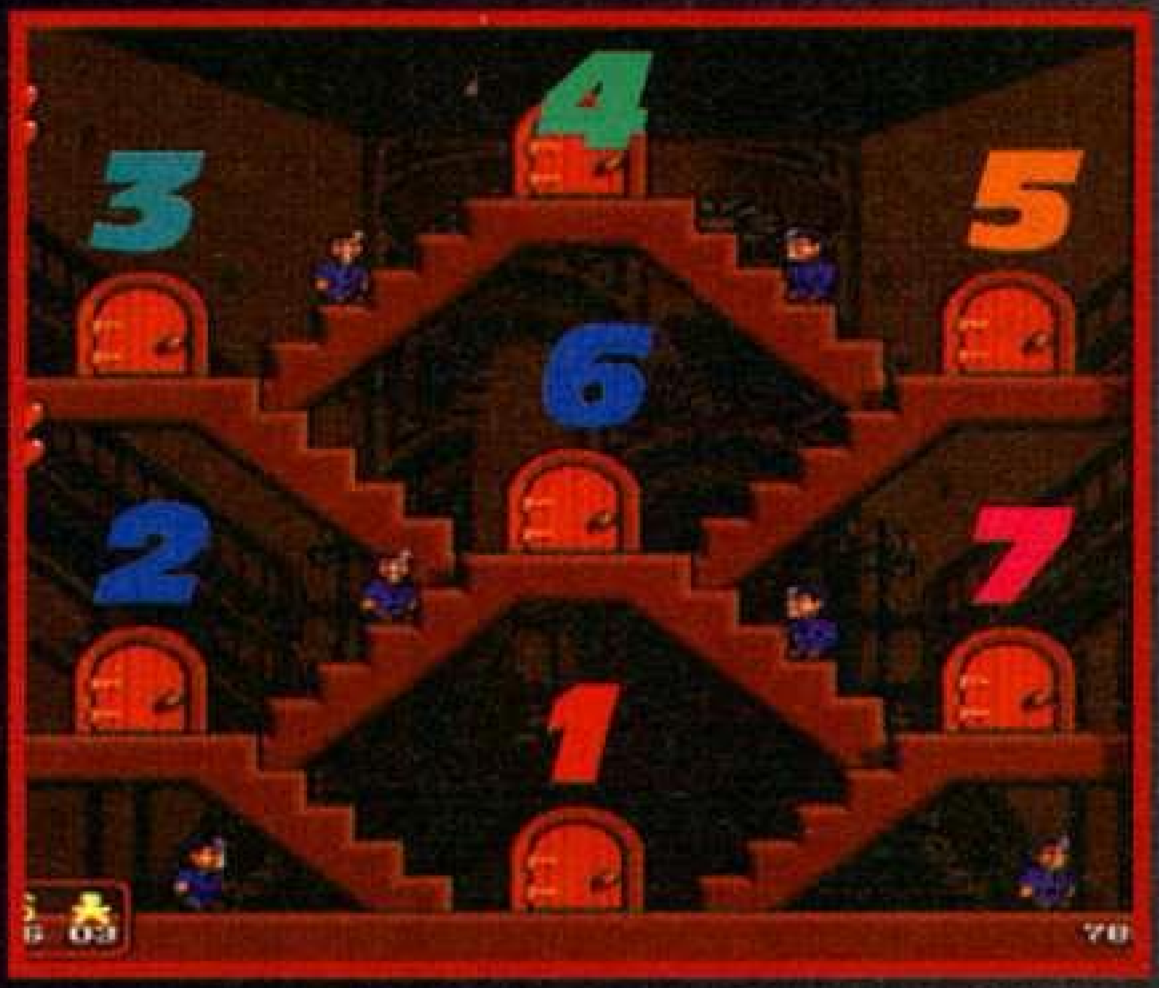


THE OLD TREE

2

Leap from branch to branch banging the bird on the head for bonus points.

THE HALL OF STAIRS



ADDAMS RESIDENCE
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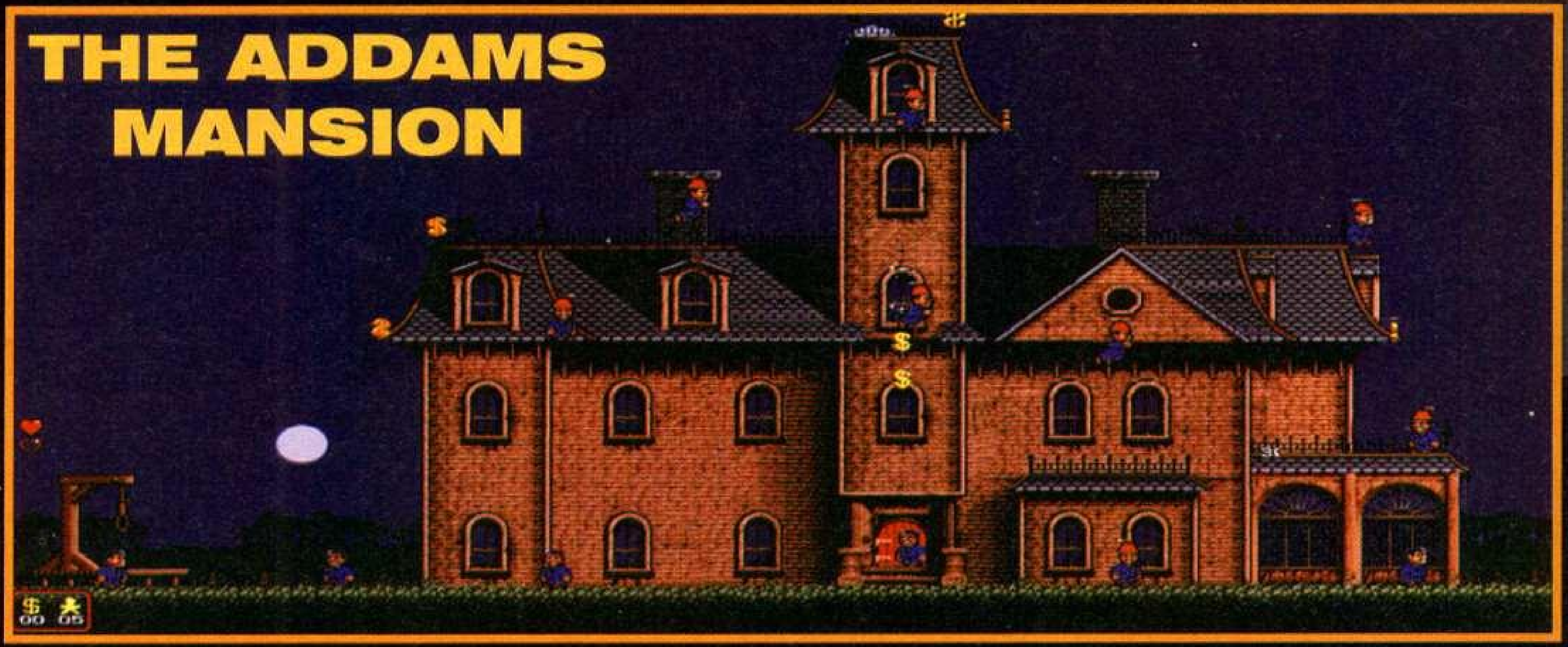
05

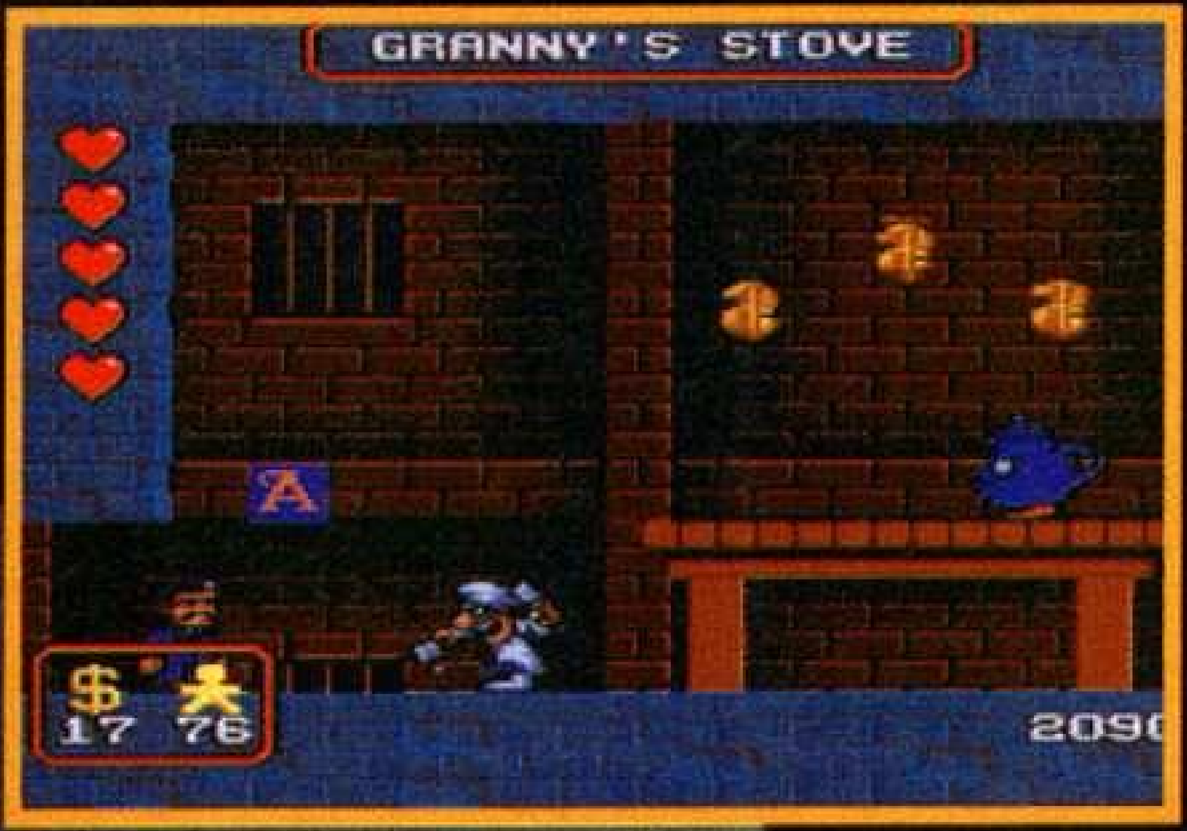
THE FRONT DOOR

Leap from branch to branch banging the bird on the head for bonus points.

1

THE ADDAMS MANSION

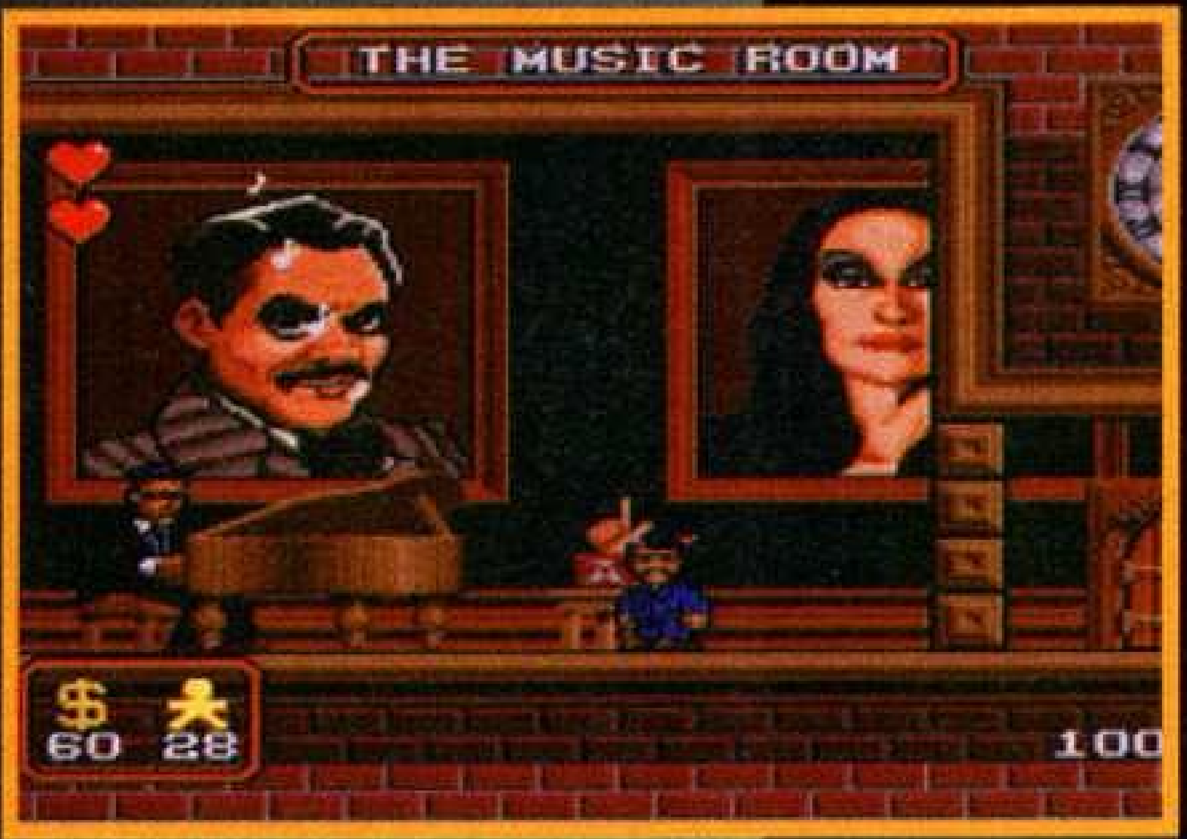




THE KITCHEN

5

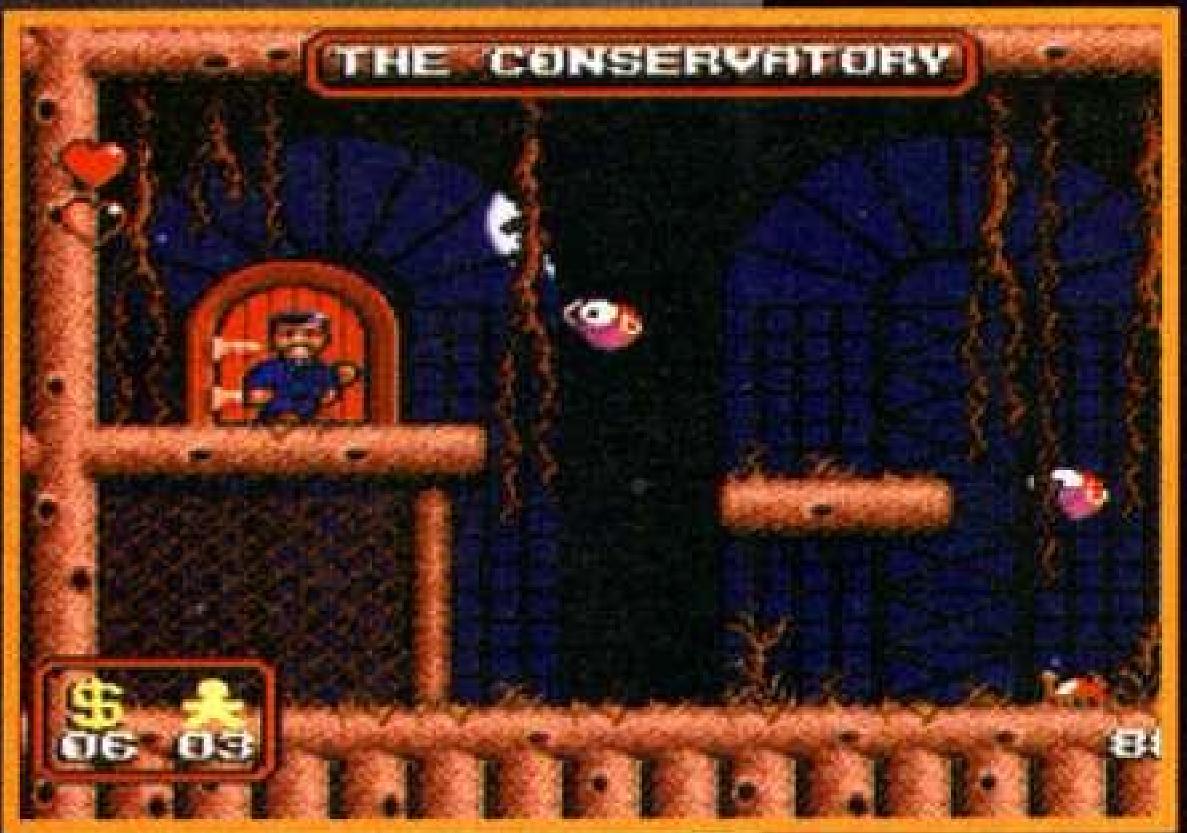
Dodge the dancing teacups and find the Pantry and Granny's store.



THE MUSIC ROOM

6

Family members gather here once rescued. The faster you rescue the whole family, the faster you can end Lurch's dreadful rendition of the theme.



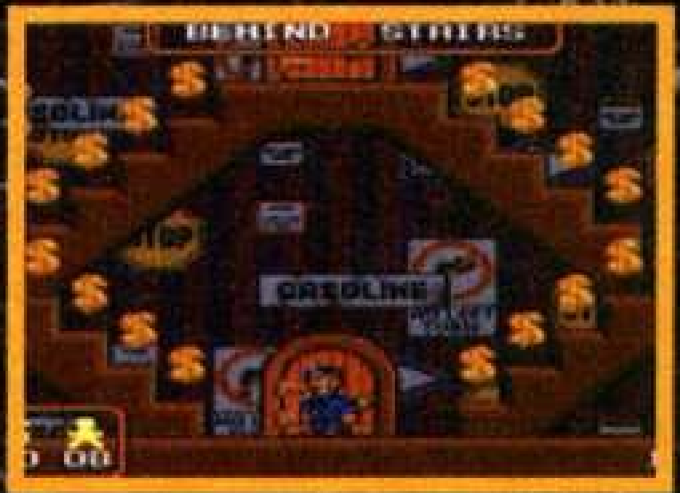
CONSERVATORY

7

Exploding plants, bunnies and spiders - every conservatory should have them.

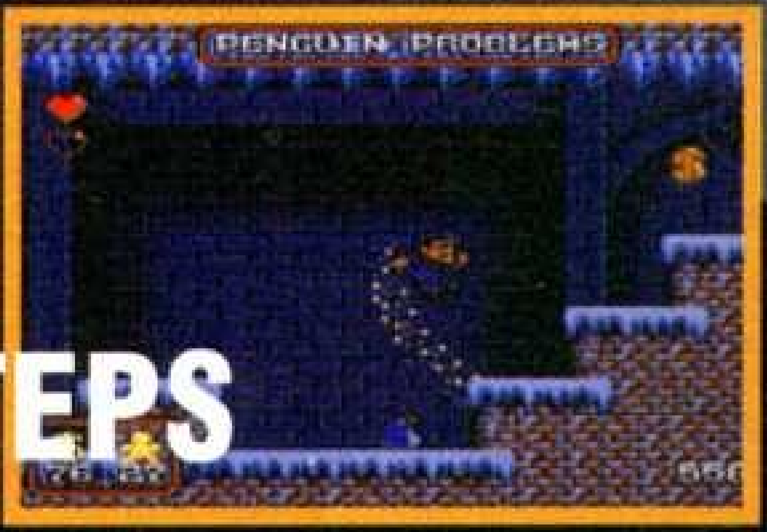
PUGSLEY'S DEN

A hidden door in the hall of stairs leads to a treasure trove and a 1-up bonanza. Walk to the lower left corner of the hall and press up. A hidden door will open, and you'll enter Pugsley's Den. Take the 1-up there, then jump to the upper level. Press up again to make another door appear. This one leads to more treasure and more 1-ups.



HEART ATTACK

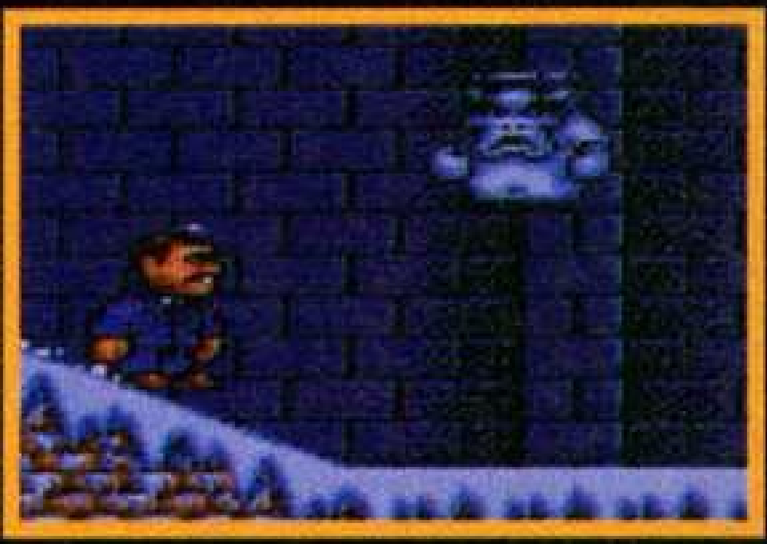
As all smart Gomez' quickly discover, the key to Addams success is in the collection of 1-ups and hearts. In case you've missed any in your hurry to get rescuing - here's how to scoop the lot!



HEART 1: THE ICY STEPS

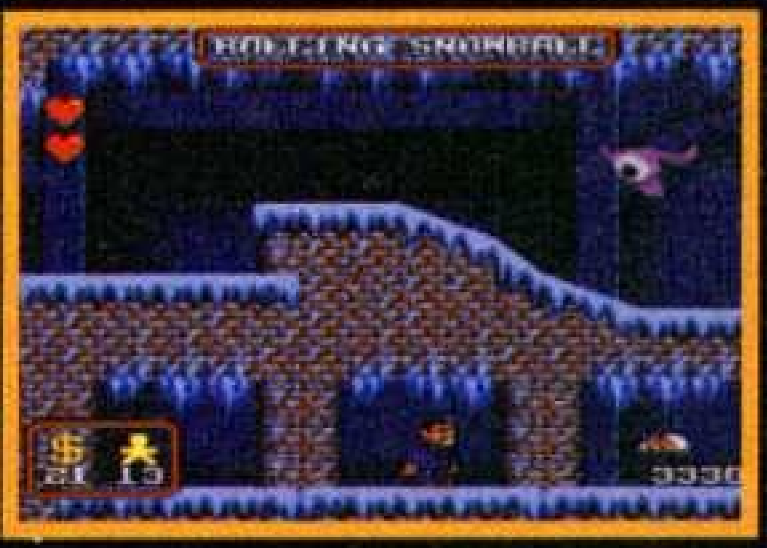
If you enter the kitchen and go left through the pantry to the door there, you'll find yourself in a slippery slidey world guarded by a sinister snowman.

ROUTE: Hall of Stairs * The Kitchen * The Pantry * Penguin Problems * Slippery Slopes * Icy Steps * Rolling Snowballs * The Ski Slopes * The Snowman



Penguin Problems

The skiddy (ooer) surface makes it tricky for Gomez to find his footing. Bounce off a penguin to get the invincibility shield. Now run like crazy!



Icy Steps

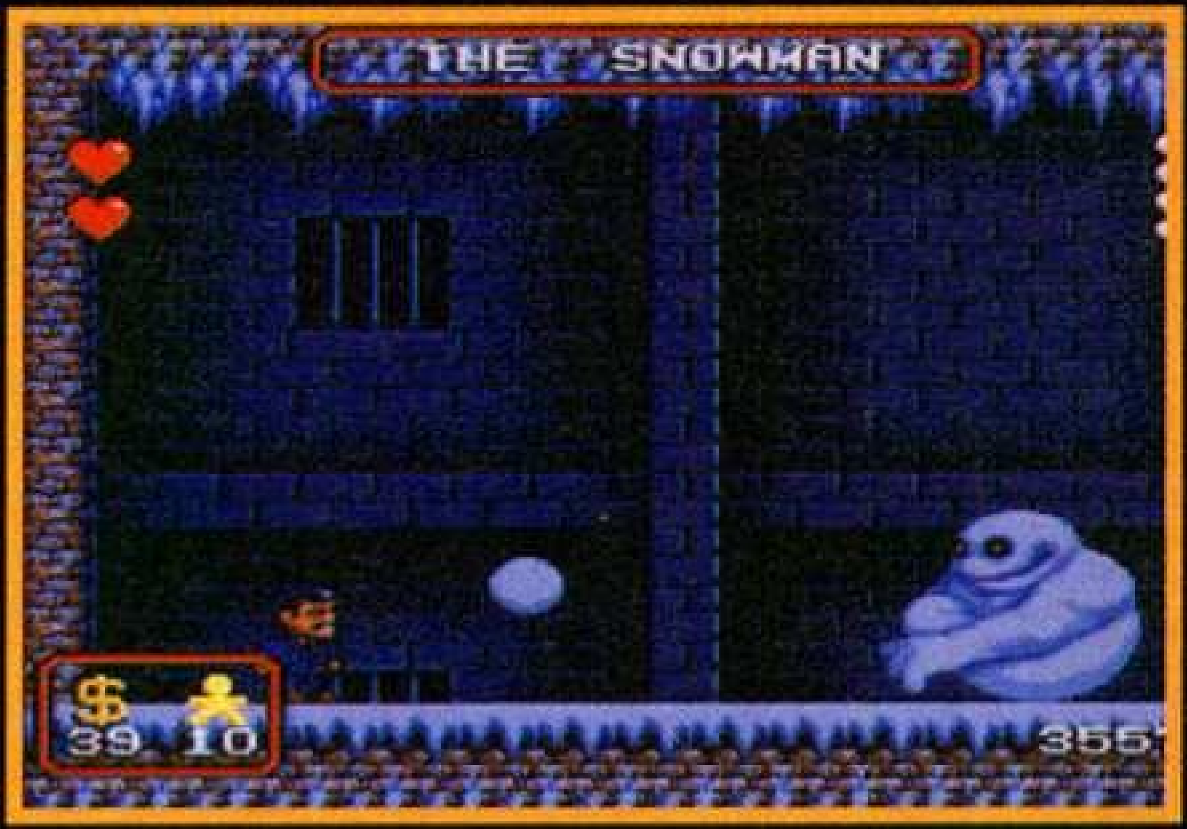
The ceiling (and some of the floor) is lined with deadly spikes. Ensure that your jumps are of the correct height for obvious reasons.

Rolling Snowballs

Think fast! Leap over the snowballs but don't try to progress too quickly. Backtrack a little way after each - it'll give you more time for the next jump.

The Snowman

Stamp on the Snowman's face just as he forms, then dodge the ice spikes that form from above when he moves to the left. Reverse the move and repeat until he cracks.



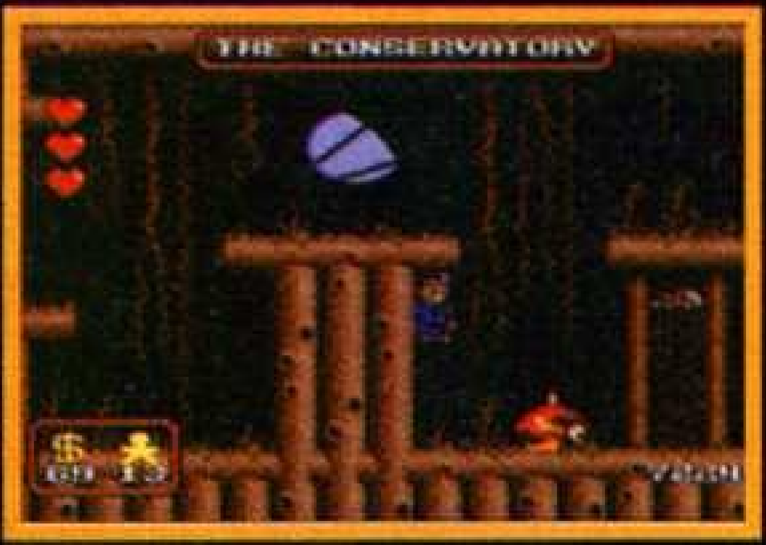
The Addams Family
START GAME
PASSWORD

THE OLD TREE

HEART 2: THE GARDEN

Earn this heart by defeating the huge centipedes guarding the areas just past the Wormy Way.

ROUTE: Hall of Stairs * The Conservatory * Thorn Pass * Wormy Way * Centipedes

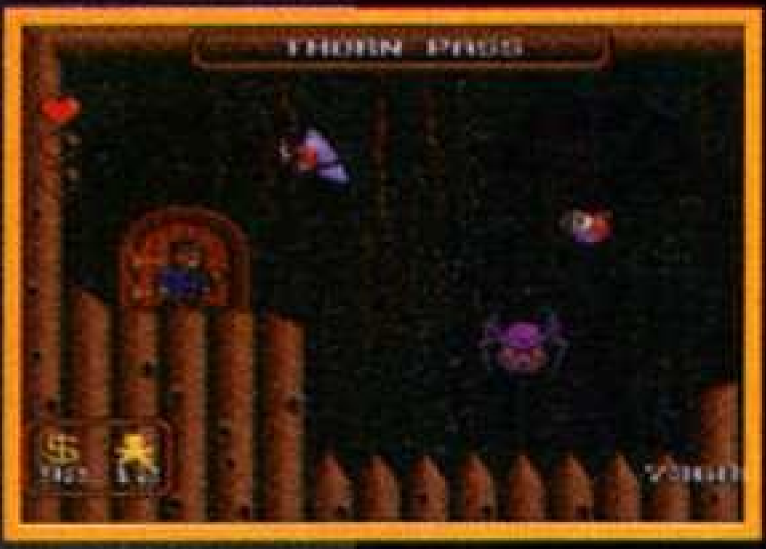


The Conservatory

The chirping birds will steal your hearts, and some of the plants explode, sending life-threatening debris in all directions. Stick to the upper routes.

Switch to Thorn Pass

The door to Thorn Pass is blocked. To remove the blocks, flip the switch on the trellis in the garden. You have to make a tricky jump and bounce off an approaching bird to land on the trellis platform above.

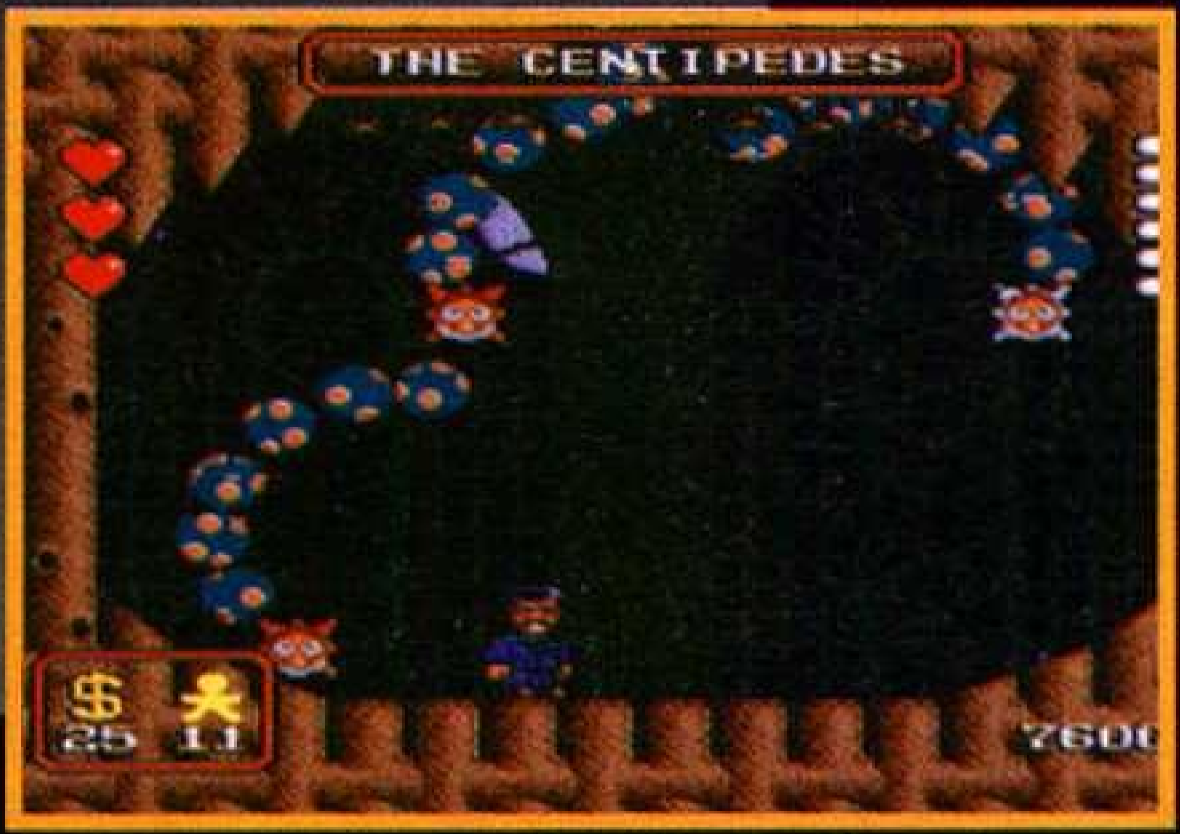


Thorn Pass

Make a quick jog through thorn pass. Inside the door is a field of spikes which can be crossed safely by using the big spider for a stepping stone. Beware the spikey enemy on the other side.

Bird Bound

Down and to the right of the second door is a high ledge. Stand at the very highest point and wait for a bird to fly by. When it does, bounce off it to rebound up to the door.

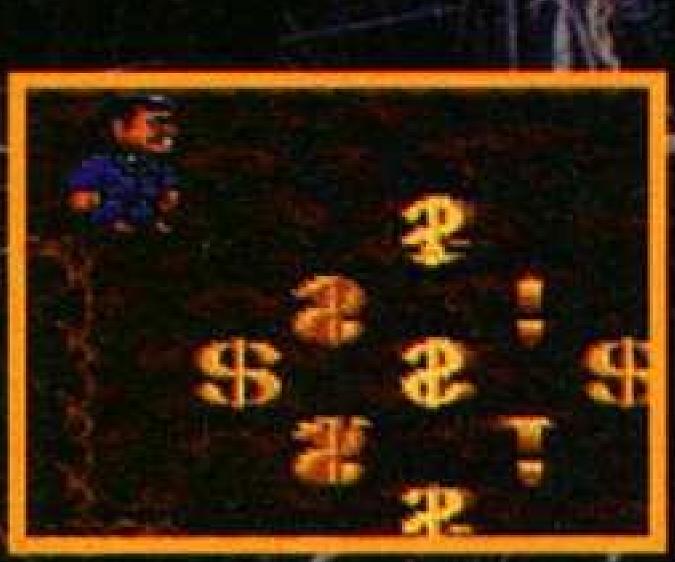


Wormy Way

Hit the switch above the door, then go left and jump onto the platform and walk back to the right. Near the end, you'll come to a series of ropes above a spiked expanse. Jump from rope to rope, avoiding the spikes.

SECRET ROOMS

If there is one thing that Addams Family is good for then it is its plethora of secret rooms. The first, and most useful, of these is found in the Hall of Stairs and contains a veritable power-up fest. For those of you suffering from Addams ineptitude here's how to find it... Walk to the lower left corner of the hall and press up. A hidden door will open, and you'll enter Pugsley's Den. Take the 1-up there, then jump to the upper level. Press up again to make another door appear. This one leads to more treasure and more 1-ups.



RESCUE WEDNESDAY

Wednesday's morbid curiosity may have led her to the graveyard. Look for a secret underground passage that will take you there, then search for clues.

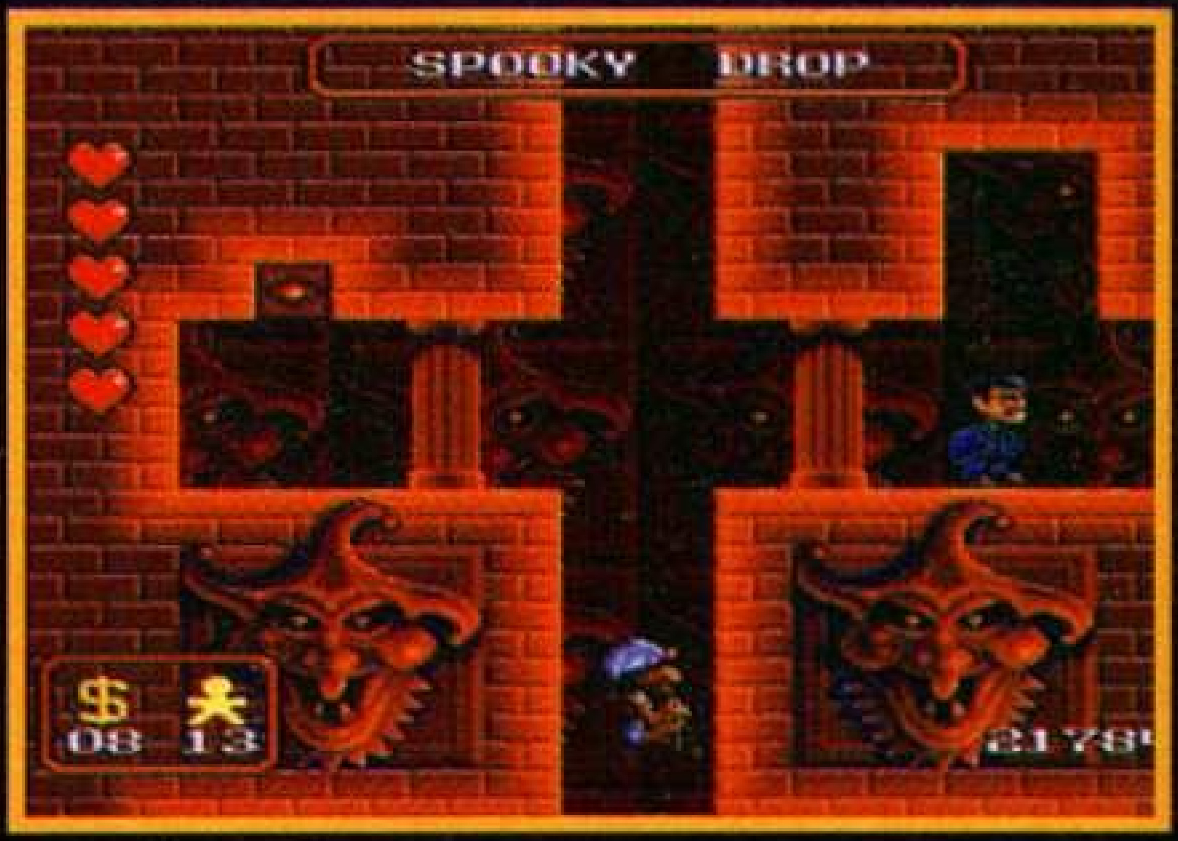
ROUTE: Hall of Stairs * Old Tree * Under the Tree * Under the Graveyard * The Upper Tomb * Spooky Drop * The Arch Vault * Jester's Jump * The Stone Steps * The Crazy Crypt * The Firing Fish * Chamber of Walls * The Anteroom * The Ghastly Goblin

Under the Tree

Take the elevator in the lower left down to a secret room filled with money and fezcopter. Don the hat and fly up and out.

Under the Graveyard

Keep heading towards the lower right to enter the areas Under the graveyard. When you get down to the lowest level, you'll find a tunnel that takes you there. If you want to collect more 1-ups, dive down and swim to the left.



Don't Miss the Hidden Passage!

Follow the upper route and bounce off the bunny up to a hidden passage. It looks like a dead end but you can whack through the wall. Enter the Graveyard through the overhead opening.

The Arch Vault

Enter the Mausoleum and fall down the Spooky Drop to the Arch Vault. Mind the crystal stars.

Jester's Jump

Leap at the last minute to avoid the blocks from above. Jump down to the lower left and hit the switch to make the wall disappear, so you can hop into the right chamber. Next, jump down to hit the switch in the lower right corner to dissolve the wall blocking the exit.

The Crazy Crypt

Use the cannon balls here and in the Firing Fish stage to jump higher and cross dangerous gaps in the ground.

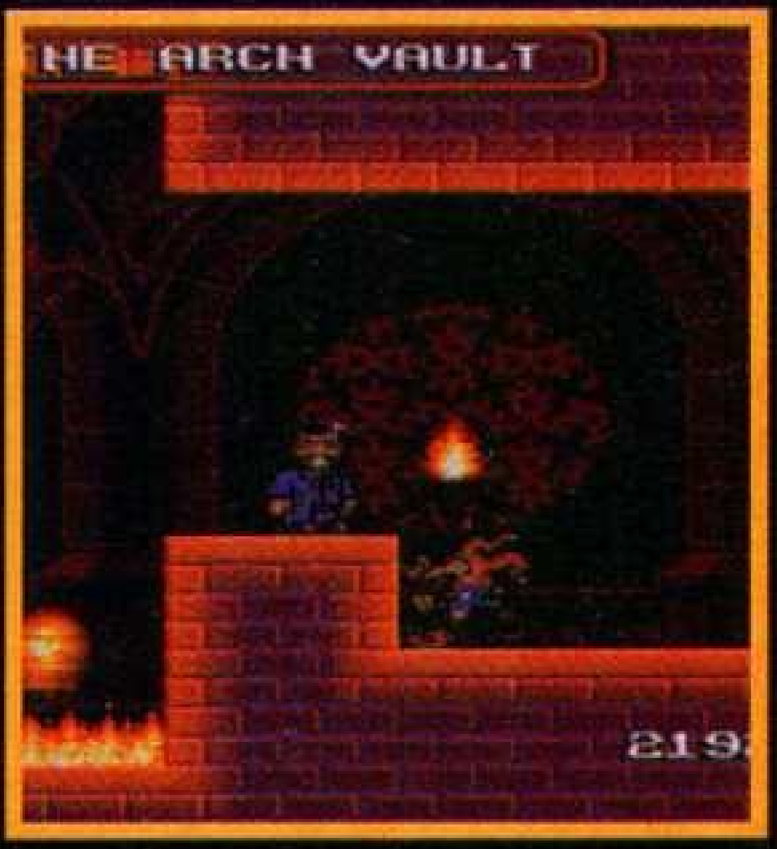
Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

Hurry with the Hat

Jump up to get the fezcopter and hurry to the Crazy Crypt. Fly up to hit the switch in the upper left, then fly up to the secret room above.

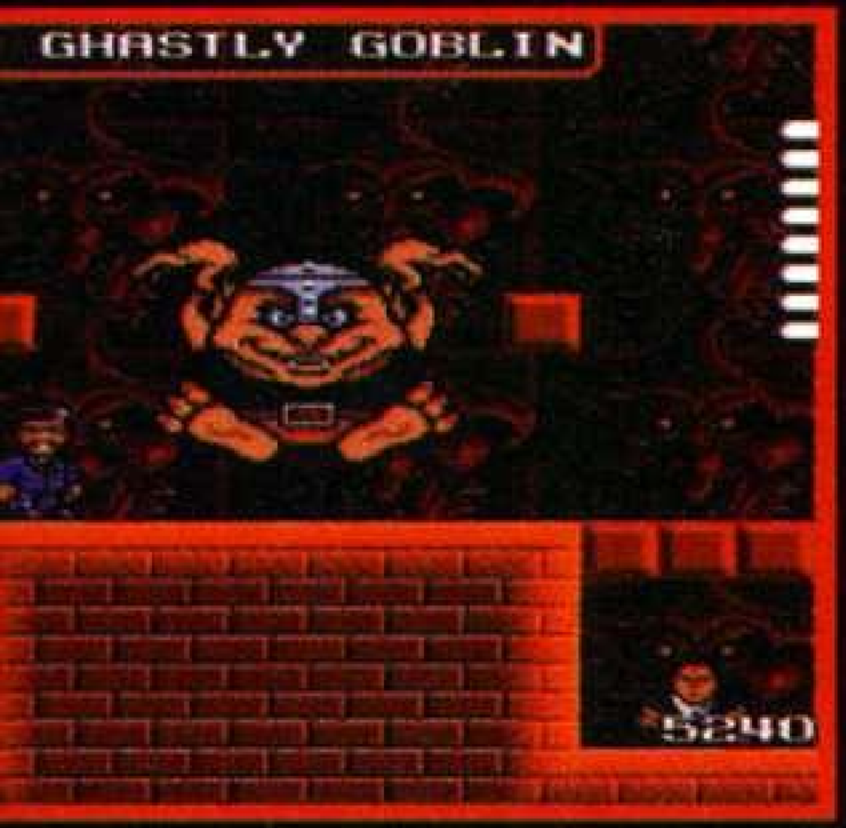
The Chamber of Walls

Hop down, hit the switch just beneath you, then skip across the next block to the next switch. Cross over to the switch at the dead end to the right, then return to dive off the new opening it creates. Keep tripping switches as you work your way to the next stage.



The Ghastly Goblin

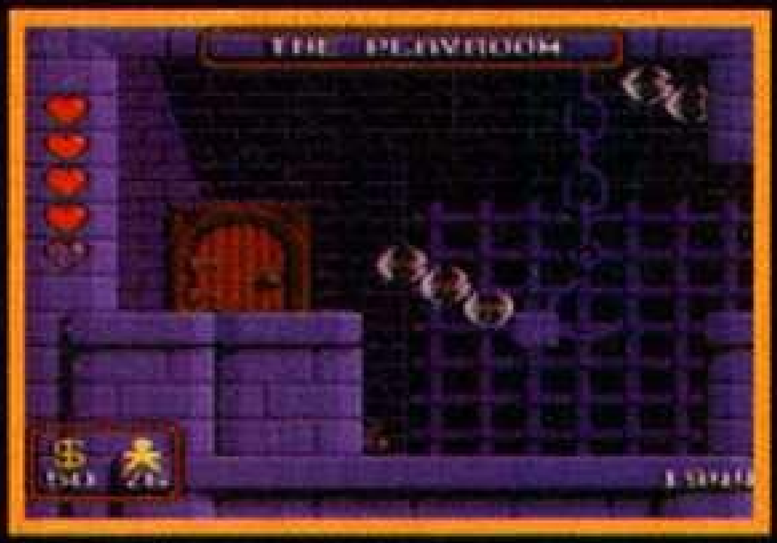
Stand directly below the goblin when he is above the blocks. His six shots won't touch you. When he drops lower, jump onto one of the blocks and spring from there onto his head.



RESCUE PUGSLEY

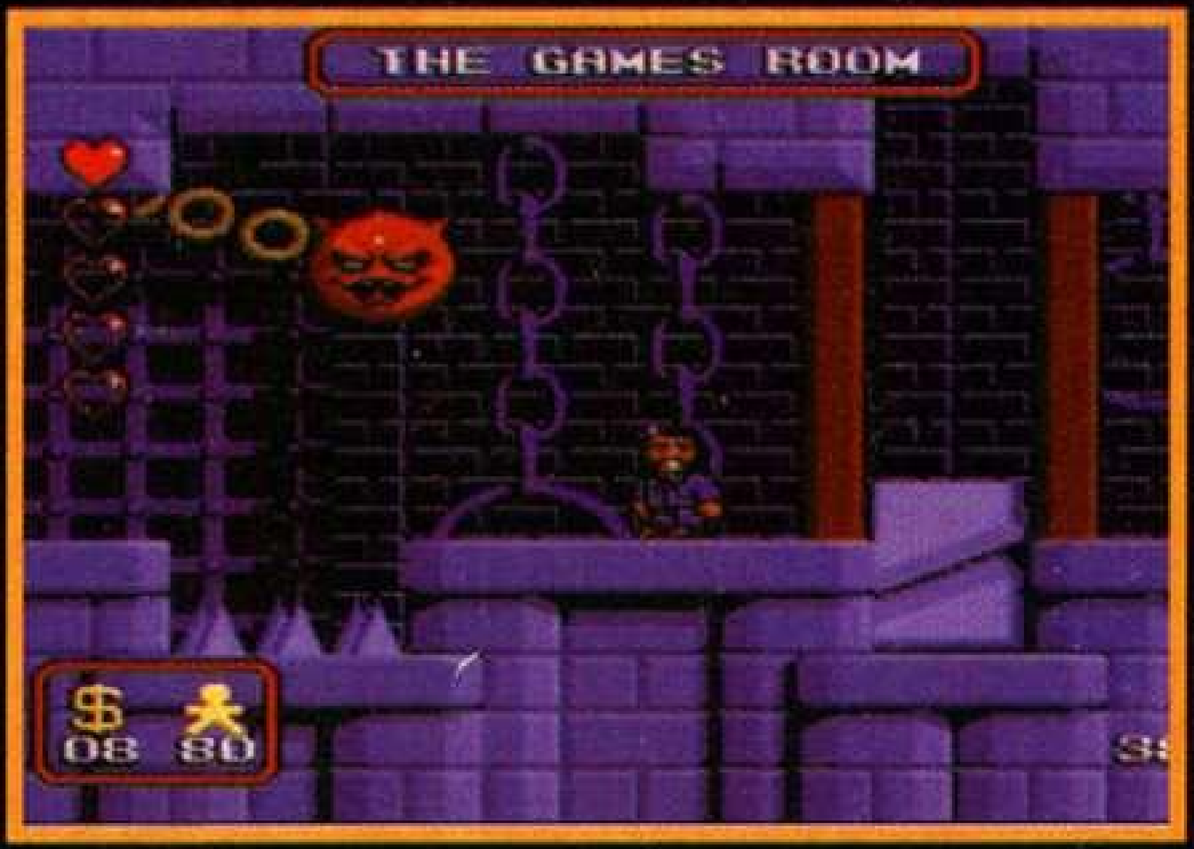
Find and use the secret doors and this will be the shortest stage. Many of the regular doors have hidden doors above them. Jump and press up on the control pad to see if anything is there. Watch out for special elevators too.

ROUTE: Hall of Stairs * The Games Room * The Toy Box * The Rack * The Tower * The Playroom * The Wacky Scientist.



The Games Room

Here is the shortcut. Don't exit the games room by the regular door. Stand above it and press up to open the hidden door that leads to the Toy Box. From there exit to the rack.



The Rack

Stand on the springs and hold the A button to bounce higher. Before you exit, enter the hidden door above the regular one and collect cash.

The Toy Tower

The exit leads to the playroom. See the lower tower by using a secret elevator. Stand near the left wall and press Down. Press Up to return.

The Playroom

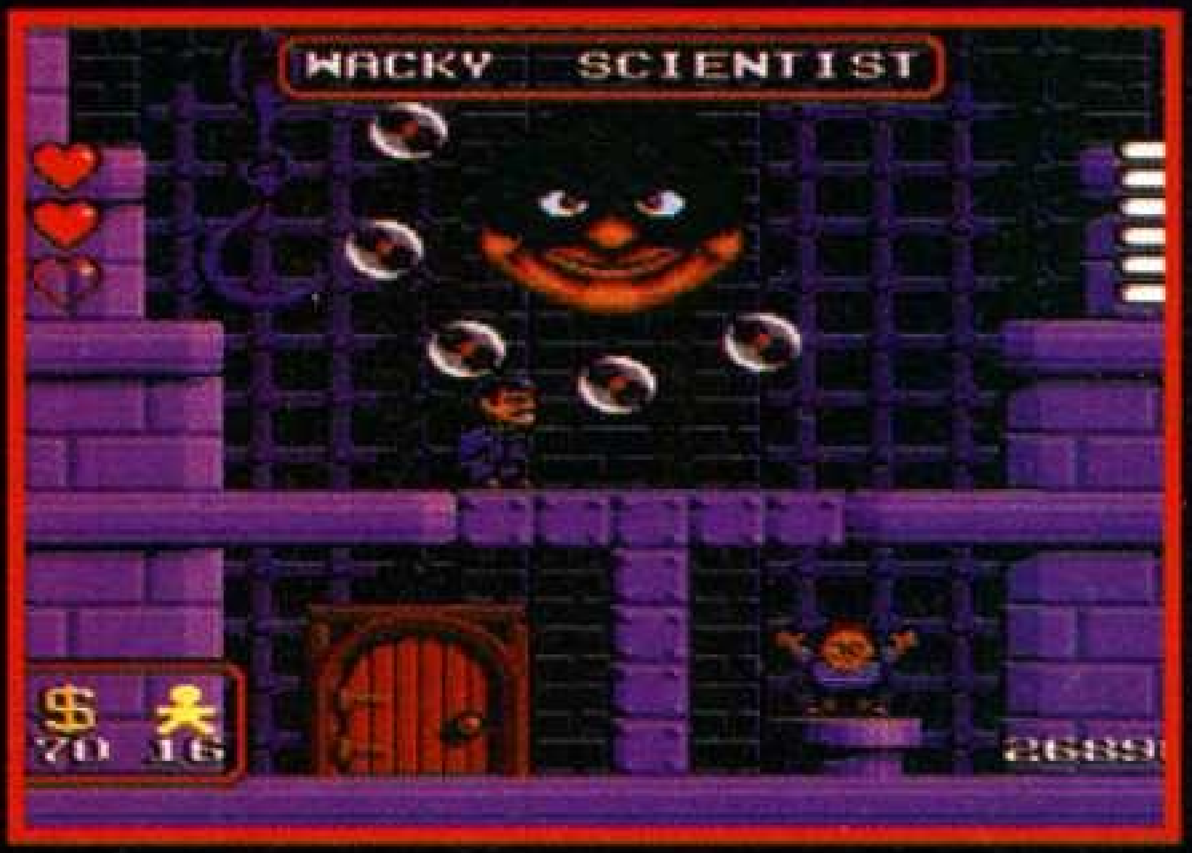
Only the playroom stands between you and the Wacky Scientist. Dodge bombs, and the ceiling spikes. Get the money and the 1-up behind the hidden door.

Bouncing Bullets

Jump down and bound off the flying bullets to save your hearts.

The Wacky Scientist

Only when the Scientist has fired his orbs is he vulnerable. Dodge the orbs, hit him on the head an then retreat to safety.



The Addams Family
START GAME
PASSWORD

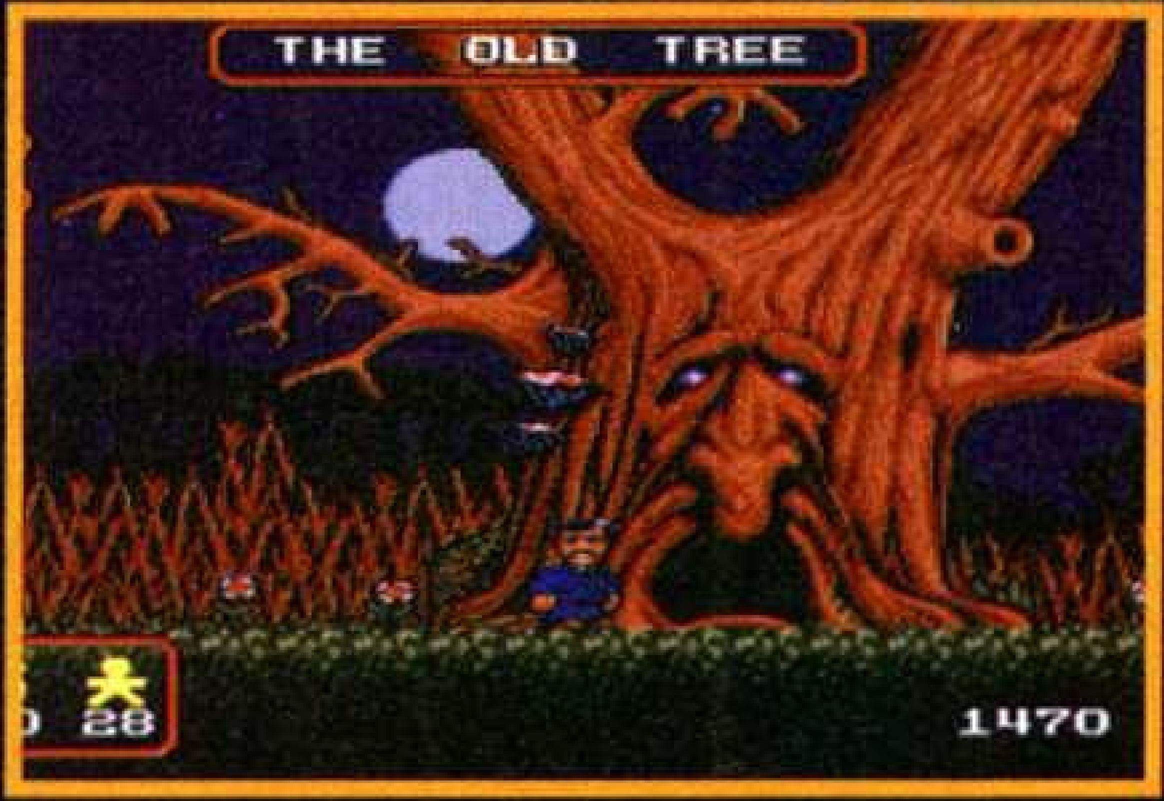
HEART 3:
THE OLD TREE

Take a short stroll around the Addams' garden, climb the Old Tree and Gomez comes face to face with a rather large and harmless looking bird. Defeat it and collect an extra heart. Players not wishing to take an early bath should find this bonus goodie as early into the game as possible as it is the easiest to earn.

ROUTE: Hall Of Stairs * The Old Tree * The Big Bird.

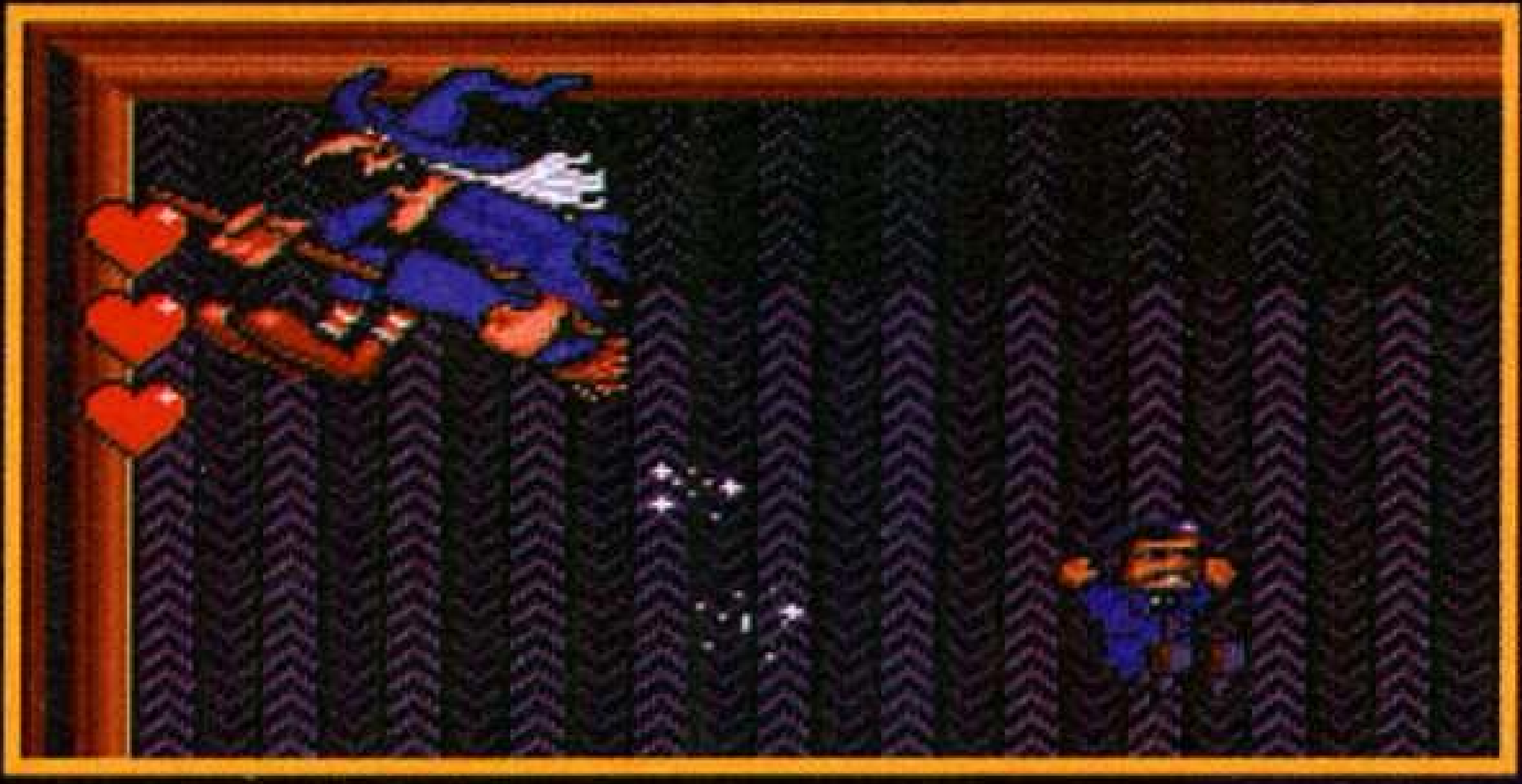
The old tree.

Getting to the top of the tree is sometimes a test of patience given Gomez's tendency to skid off the edge of platforms or branches in this case. It isn't a real problem though.



The Big Bird.

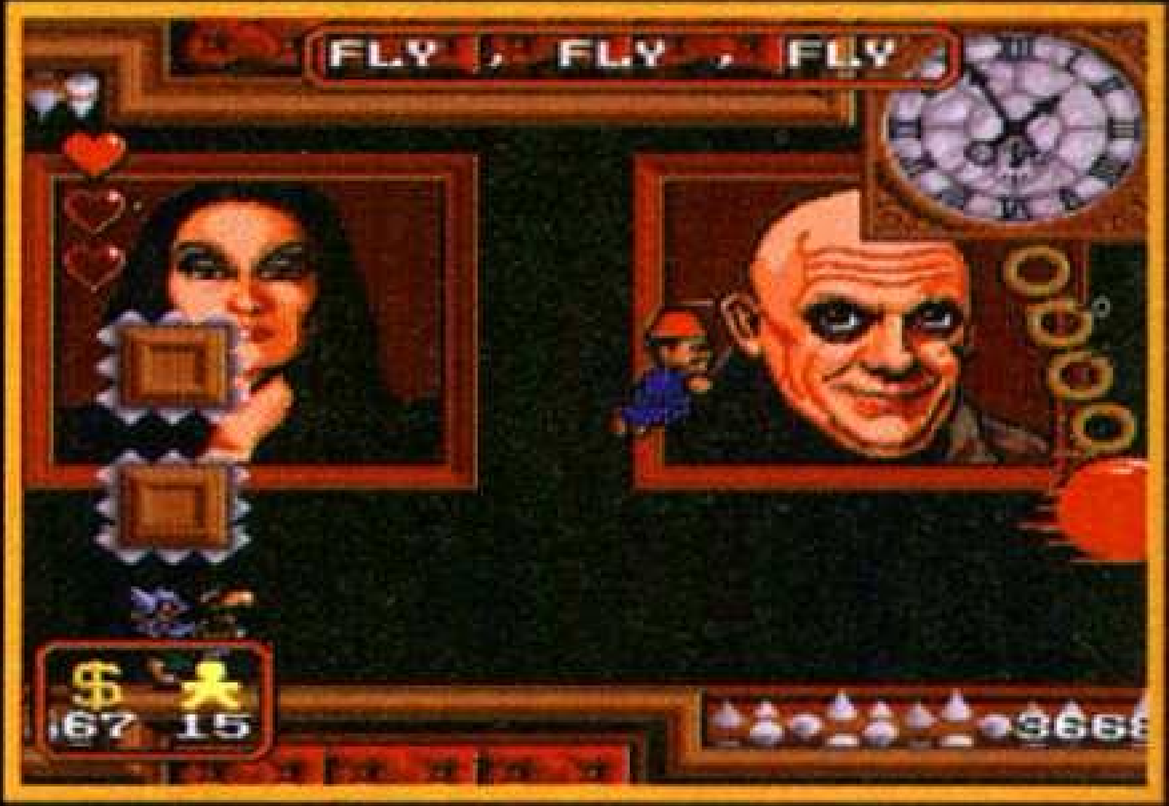
This feathered foe is a cinch to beat. Stand on the branches to the side of the central platform at the top of the tree and wait for the bird to dive. Jump on its head when it is low enough. It then dives below the platform and comes back up from beneath affording you a second easy hit. Repeat and reap the reward.



RESCUE FESTER

Fester has been whisked away by the wicked witch Abigail. Move it pronto to the Portrait Gallery and begin searching.

ROUTE: Hall of Stairs * Portrait Gallery * The Armoury * Hall of Clocks * The Weaponry * Fly, Fly, Fly * The Lower Gallery * The Library * The Reading Room * The Big Books * The Train Room * The Witch



The Portrait Gallery

Press up when you reach the dark doorway. You'll enter a dark room. Don't step down.

The Weaponry and Fly, Fly, Fly

Mind the maces! And the Spikes! And the Mini-Meanies!

Get The Hat and Go Back

You can't jump to the upper ledge at the end of the weaponry area. Go and find a fezcopter, return and fly to the ledge. Then enter the closet. Collect the treasures and rush through Fly Fly Fly while still invincible.

THE BEAR'S MOUTH
67 11

The Reading Room

You can't jump to the door above the books. If you read the right book, though, you'll find a hidden door

Above the Books

Press up by the book with "Door" in its title. Enter the book and exit above the stairs.

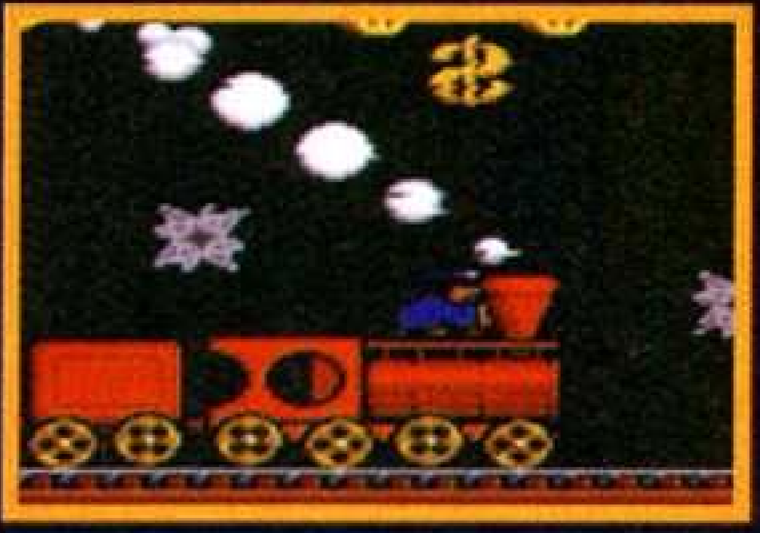
HALL OF CLOCKS

The Train Room

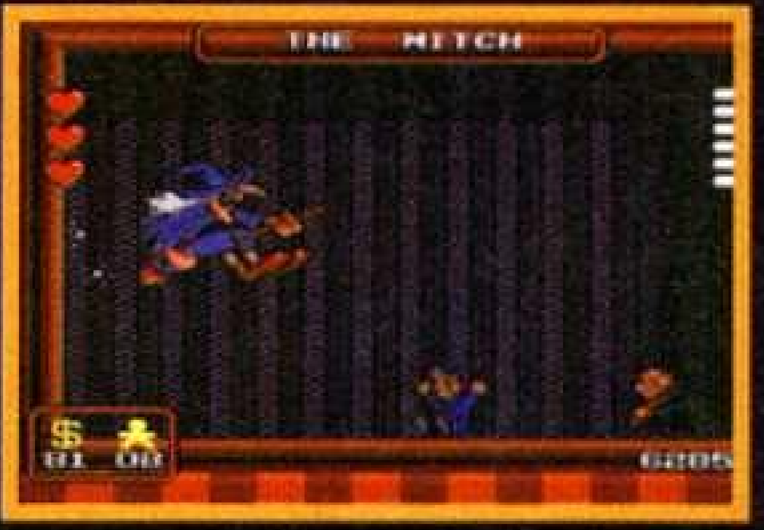
All aboard! Hop on the engine to make it pull out from the station. Stand jut beside or on top of the smoke stack.

The Witch

Poor Fester has been zonked by Abigail's magic. Bounce off the stunned slaphead and hit Abigail when she dips down to attack.



THE ARMOURY



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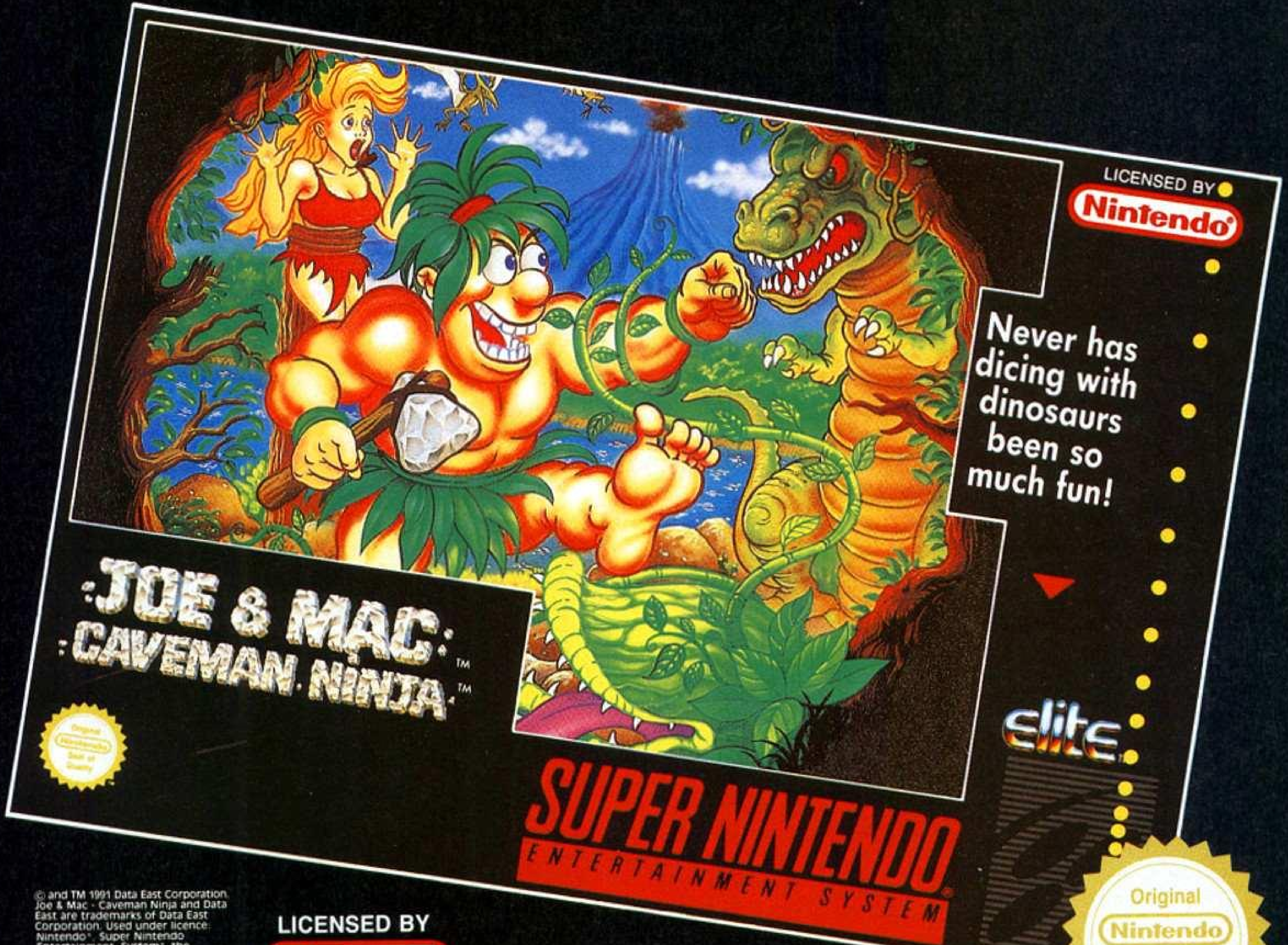
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Never has dicing with dinosaurs been so much fun!
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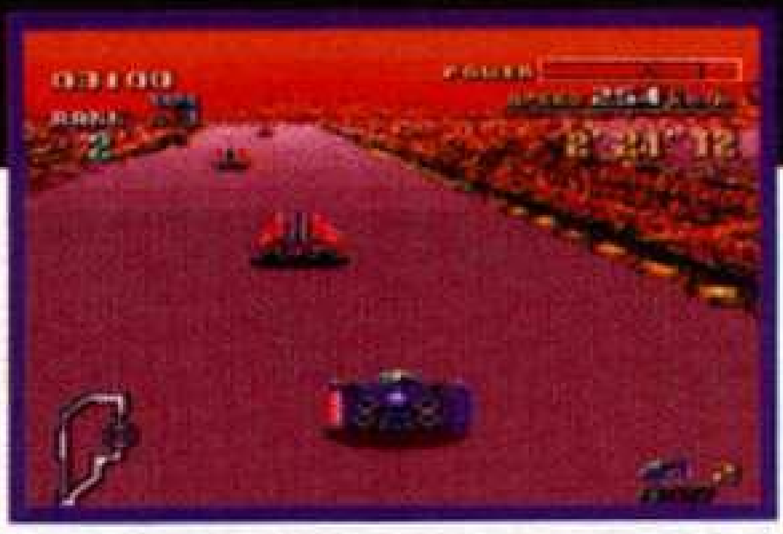
NMS PLAYERS GUIDE

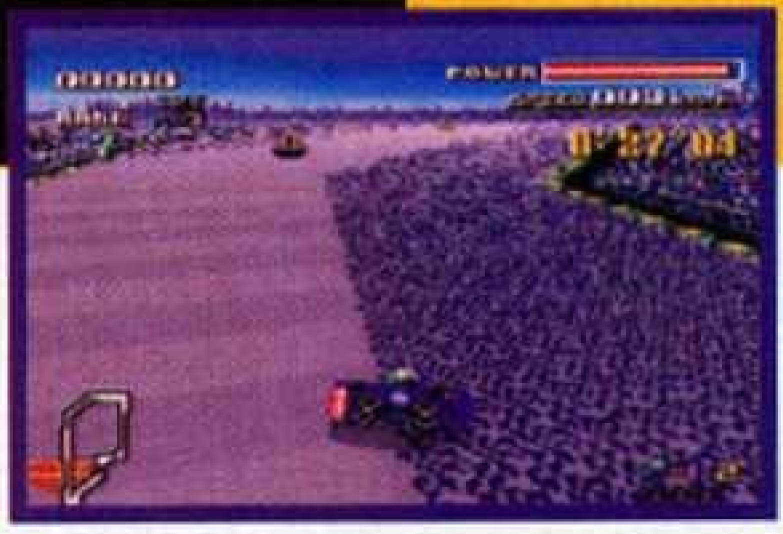
Here's a massive tips guide to one of the greatest road racers ever devised for a console: F-Zero! This game has it all. Amazing 3D graphics, decent sound and outstanding playability. If you've got the game and are having problems getting to grips with some of the races, take a look at this detailed breakdown of every race in every league! Cool eh?

WARNING TRACK



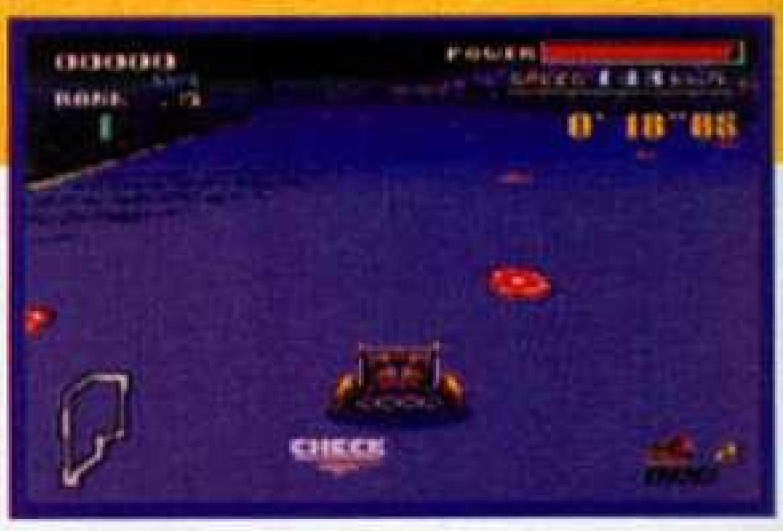
● CRASH CAR

Rather than cart off their crashed vehicles, retired drivers prime them with explosives, making them an even deadlier hazard than the mines! Avoid!



● ROUGH

Avoid these gravelly sections of the track - they slow you down and lose you valuable seconds!



● MINES

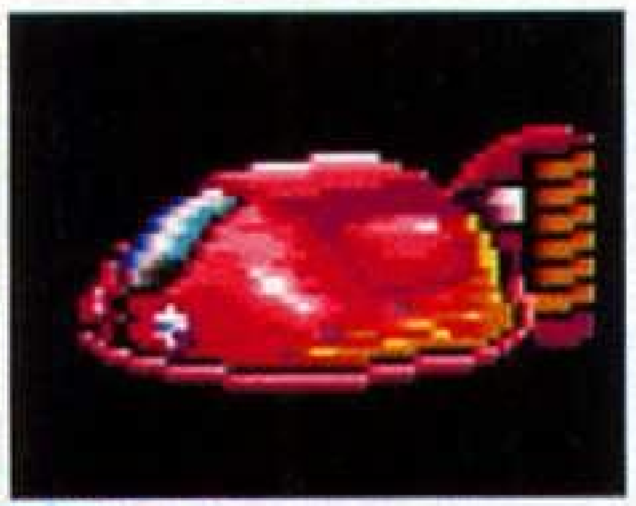
Nasty! Collision with these devices causes major power loss and sends your vehicle flying off course.

F Z

A THRILLING RACE...

FIRE STINGRAY

PROFILE

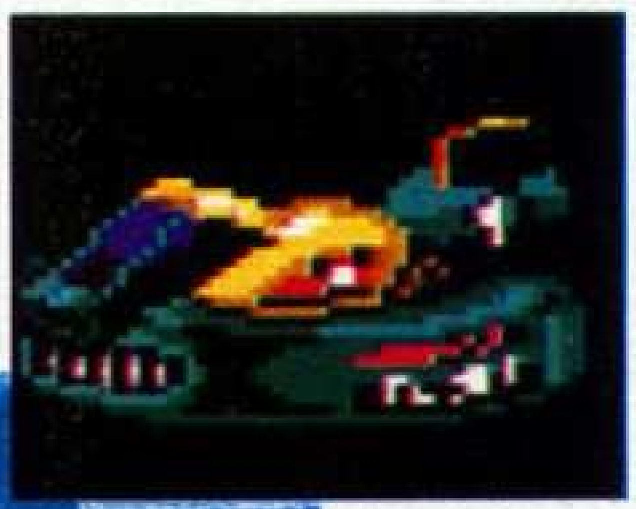


ENGINE UNIT: RS-5025 x 2
MAX SPEED: 478km/h
WEIGHT: 1960kg
DRIVER: Samurai Gordon

This car is extremely heavy, mostly because its driver, Samurai Gordon is the human equivalent of the EEC lard mountain. As you might imagine, this makes the Fire Stingray pretty useless at taking jumps, with only top speed jumps really cutting the mustard. However, the car does have its good points. It's capable of running at speeds up to 478km/h, the fastest recorded non-nitro speed in the history of F-Zero racing. Another good point is its handling. The car is simplicity itself to drive, and recovers quickly from high speed collisions. Another bonus point is its heavy armour, which helps reduce the energy drain caused by hitting the sides of the tracks or other players. However, on twisty circuits, like Fire Field, its below average acceleration does let it down.

WILD GOOSE

PROFILE

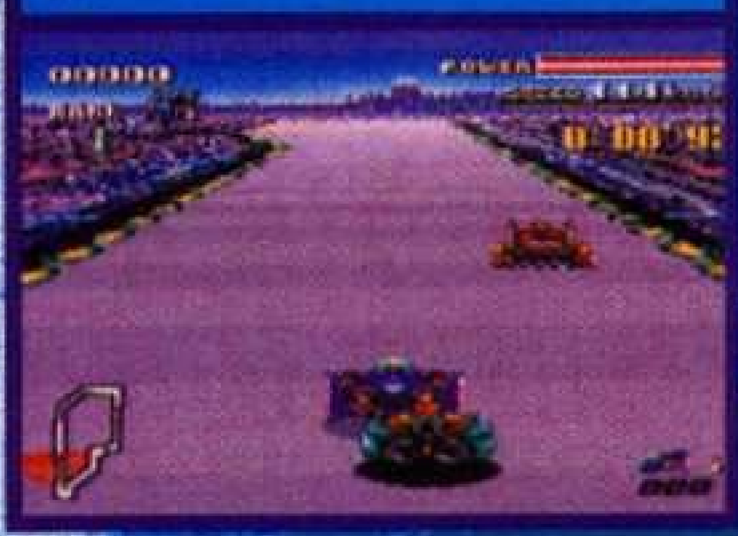


ENGINE UNIT: ES-8302 x 3
MAX SPEED: 462km/h
WEIGHT: 1620kg
DRIVER: Pico

The Wild Goose only has a few good points. Its top speed is fairly remarkable, and its armour-shielding is excellent, allowing it to take quite some punishment. The handling of the craft is good too. However, the heavy shielding doesn't let energy collect too quickly in the car's batteries when you reach the pitlane. What's more, its acceleration is very lacking indeed.

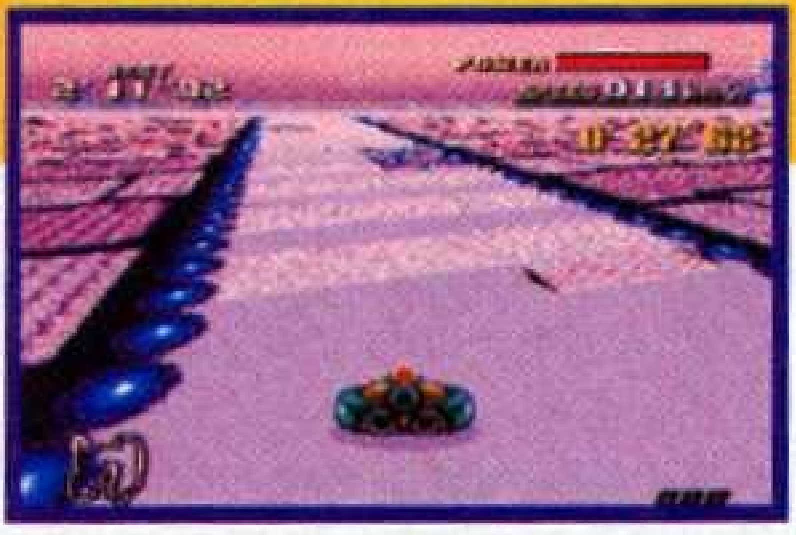
SONIC START

This tip works for every car apart from the Golden Fox. At the beginning of the race, use the rudders to veer yourself to the right - straight in front of the car next to you. Computer players seem to have better acceleration at the start of the race and manage to zoom off in front of you. Veering in front lets the computer player smack right into the back of you, transferring a lot of his speed to you!



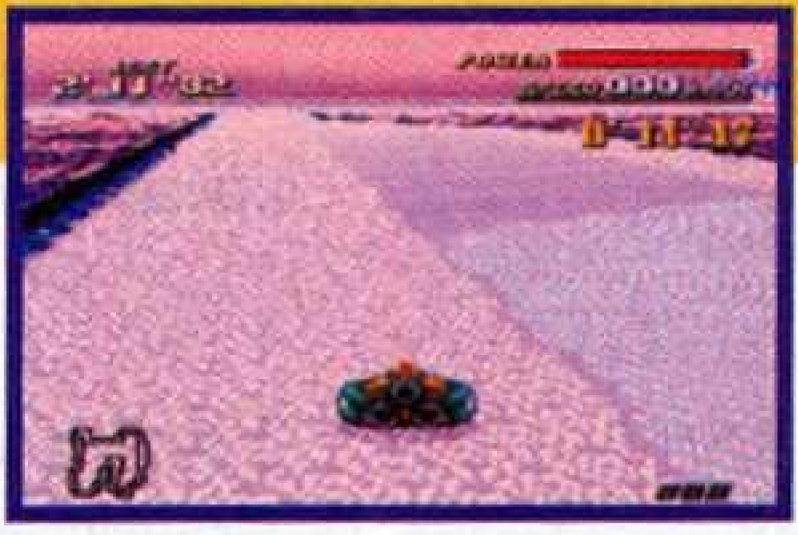
HAZARDS

Learning which hazards make up each of the F Zero tracks is essential in mastering the gam Here's the lowdown on most of the nasty surprise that lie in wait for you...



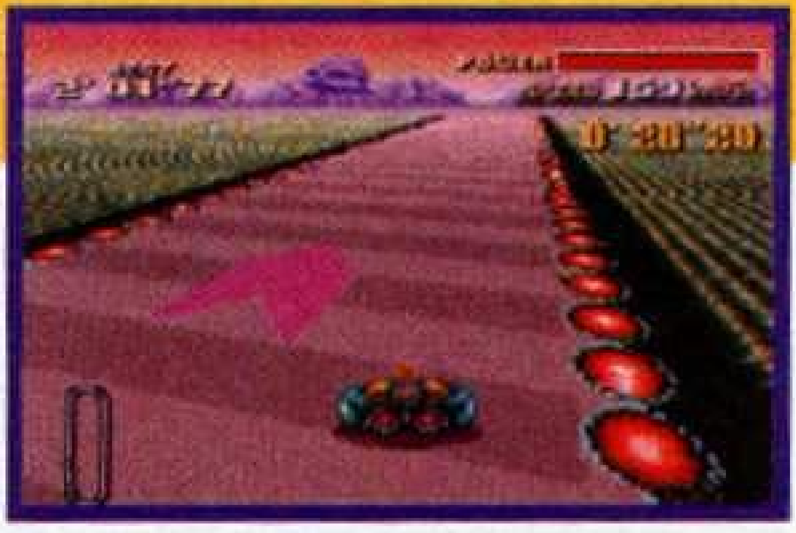
● JUMP PLATE

When you launch from the Jump Pad, you can catch some extra air (that is, go higher and further with your jump) just by pressing down on the control pad!



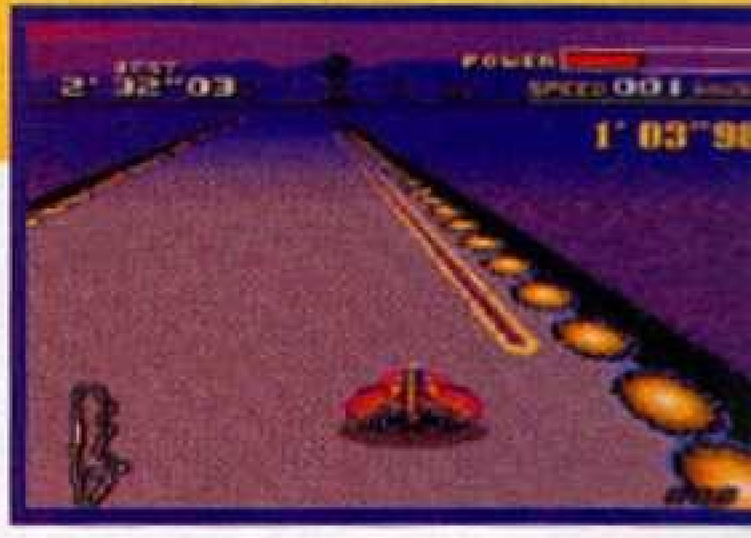
● ICE

Brrrr! When you're cornering on the cold stuff, steer steadily and lay off the acceleration. Don't brake too suddenly either!



● DASH ZONE

These really come in handy during a close race. Just steer straight into these pads and zoom up to speeds of 900km/h!



● MAGNET

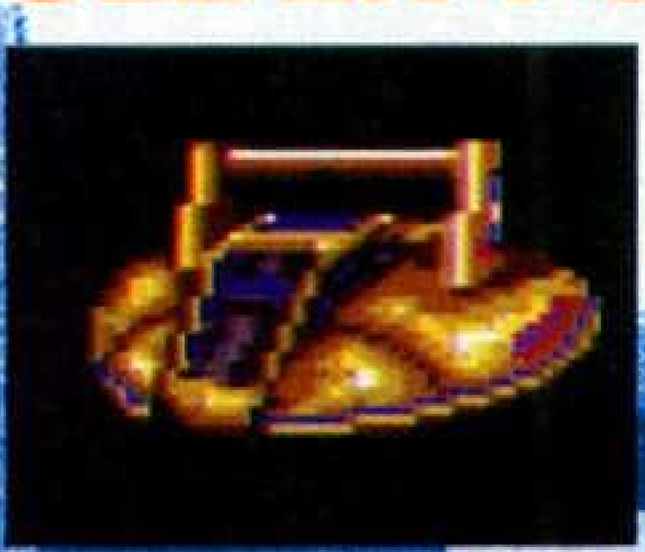
These line the sides of the track and attract your vehicle towards certain energy loss. Steer away or else!

ERO

... INTO THE 26th CENTURY.

GOLDEN FOX

PROFILE

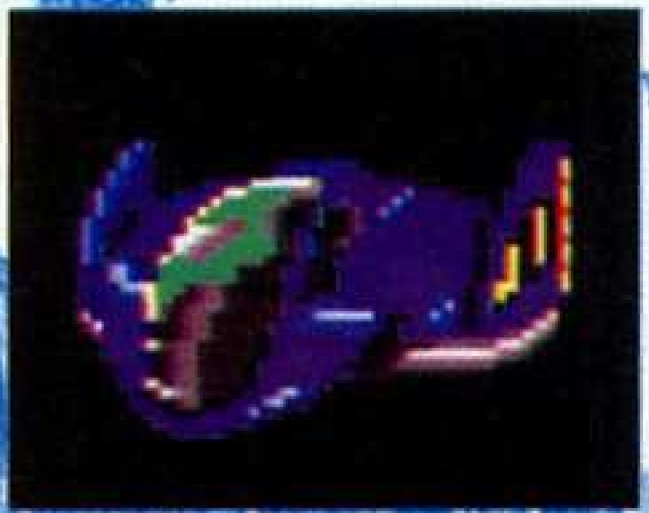


ENGINE UNIT: GF-2614 x 4
MAX SPEED: 438km/h
WEIGHT: 1020kg
DRIVER: Doctor Stewart

Mastering the full capabilities of the Golden Fox is instrumental in taking the F-Zero championships. Its amazing acceleration enables you to get fast times on circuits with many twists and turns. What's more, its tiny weight makes it the greatest car for taking jumps. Hit a jump pad at top speed and pull back on the joypad to achieve some of the largest jumps seen in the F-Zero tournament! This is especially good for cutting corners across the track. The car's only drawback is its disappointing top speed, making it quite plodding on long straights. Its sad handling also lets the car down and regaining control after a high-speed collision is very difficult.

BLUE FALCON

PROFILE



ENGINE UNIT: BF-2001 x 4
MAX SPEED: 457km/h
WEIGHT: 1260kg
DRIVER: Captain Falcon

This car is recommended for beginners, owing to its excellent acceleration, accomplished top speed and good handling. However, on later difficulty levels the car just doesn't accelerate or speed along straights fast enough to catch up with some of the computer players and only F-Zero experts will be able to win comfortably with this vehicle.

EARN MORE VEHICLES

You earn bonus points at the end of each lap and a larger bonus at the end of the race if you keep up the competition. In theory, you could net as much as 6,100 points per race by crossing the finishing line in first place on all five laps. A 1-UP is rewarded every 10,000 points.

LAP BONUS

First Place: 900 points.
Second Place: 600 points.
Third Place: 400 points.
Fourth Place: 200 points.

RACE BONUS

First: 2,500 points.
Second: 1,500 points.
Third: 1,000 points.

◆ KNIGHT LEAGUE

MUTE CITY I

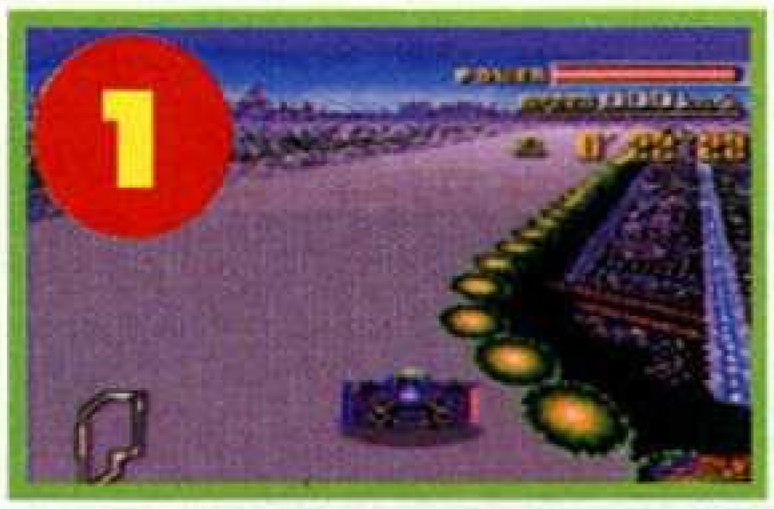
Time to beat: 2:00.59

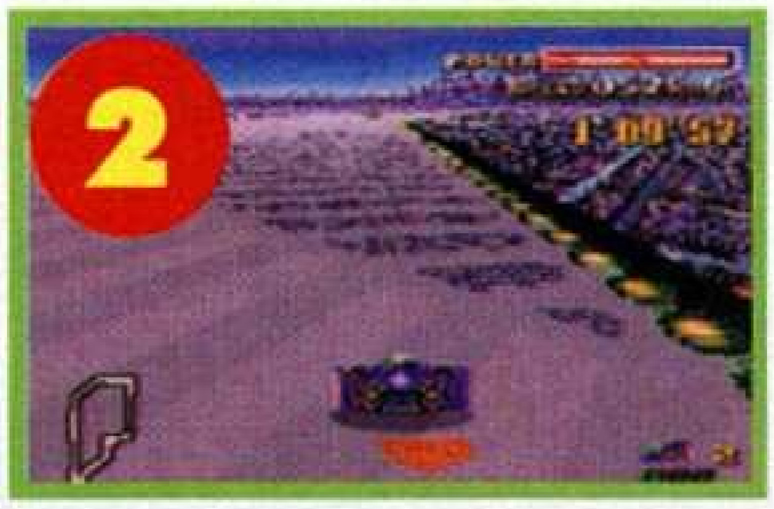
The first course in the Knight League features a few simple obstacles, which you should learn to avoid quickly, and a super fast straight on the home straight. You'll come across several patches of rough terrain and one jump pad.

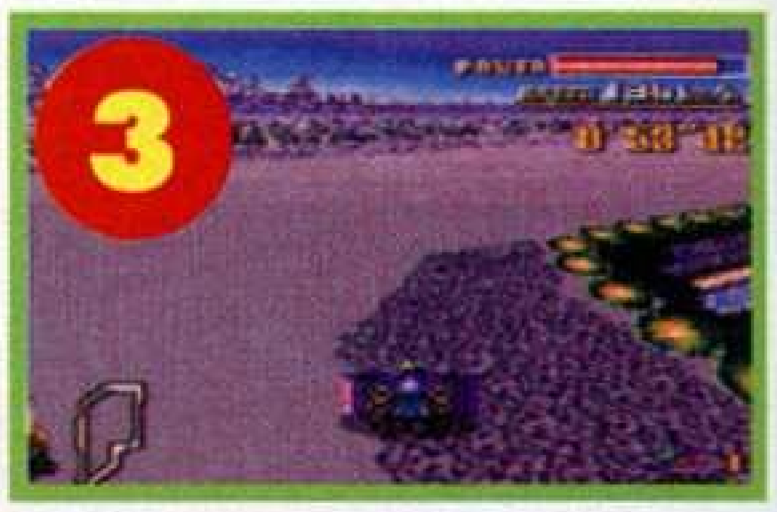
1 ROUGH CURVE
Stay inside when you take this curve. You'll cover less track and avoid the speed-reducing rough.

2 SUPER JET
Engage your Super Jet on this rough-lined series of curves and speed through the whole mess.

3 SLOW DOWN
Hit the rough on the inside of this curve to stay on course without letting off the accelerator.



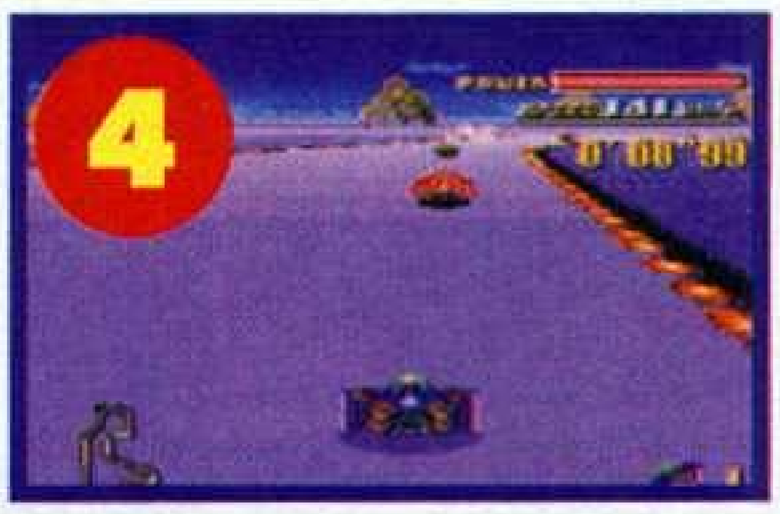




BIG BLUE

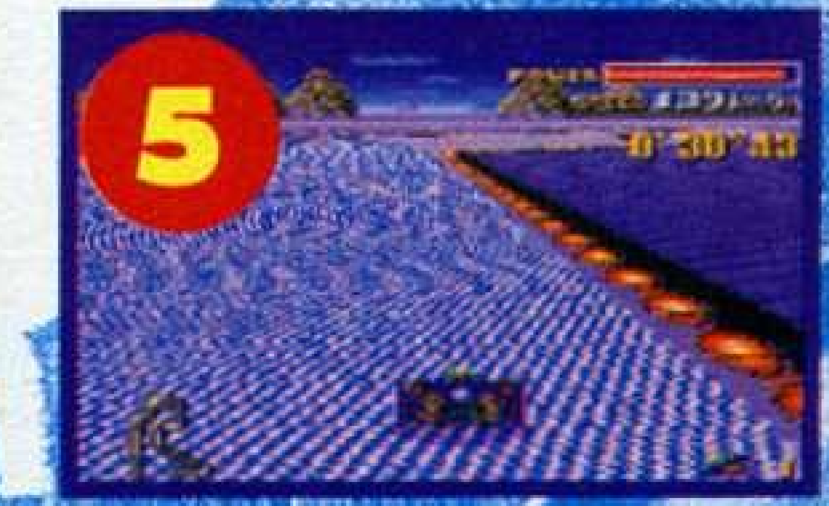
Time to beat: 2:10.30

A stunning view over the ocean marks this course, but don't let the scenery distract you from the race. There are some seriously narrow lanes to negotiate and a massive patch of ice.



4 STAY INSIDE
If you're following the outside rail on this wide turn, you'll lose a lot of time. Cut in and keep racing.

5 DON'T SLIDE
Try to stay near the inside rail on this slippery corner and don't turn too sharply. Then blast off with a Super Jet.

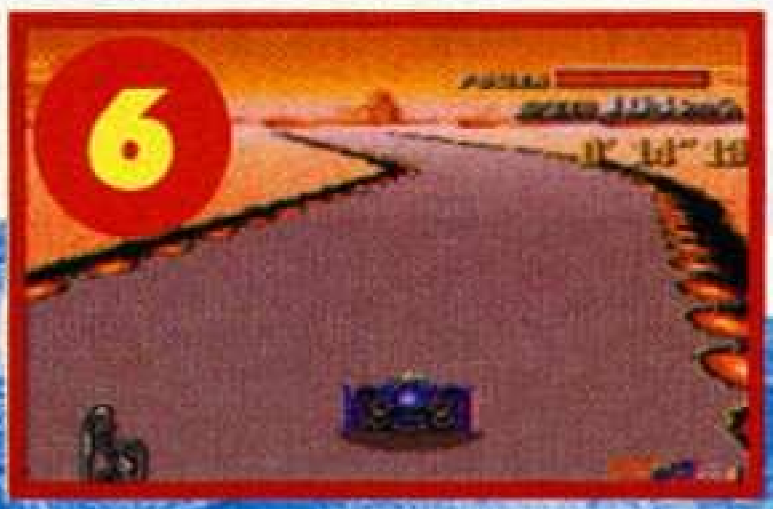


SAND OCEAN

Time to beat: 2:28.15

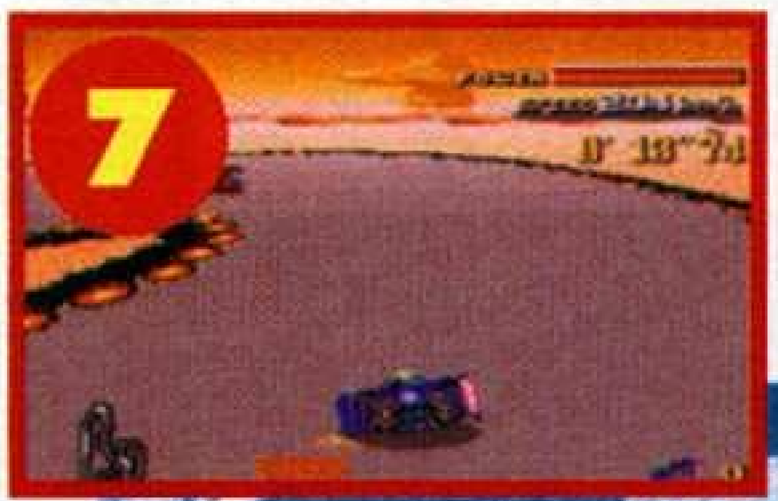
Most of the curves on this course are sharp and narrow. Don't try anything fancy while you're cornering and save your passing efforts for the straights, where there's more room to manoeuvre.

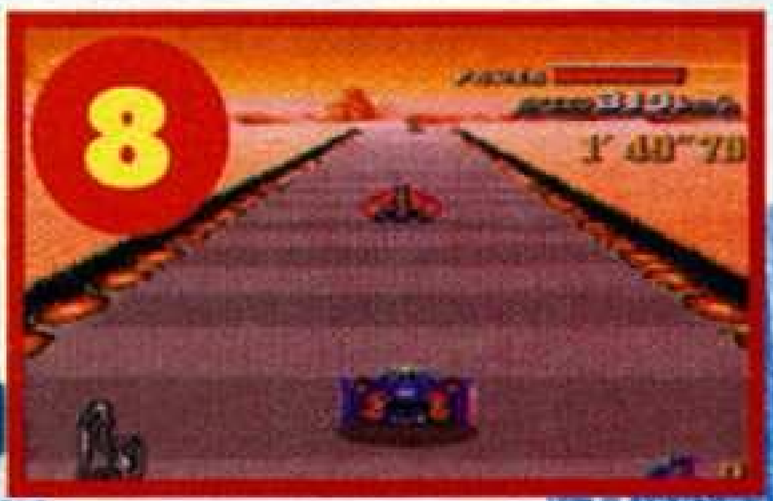
6 SHOOT THROUGH
Don't follow the curves on this S-bend. If there aren't many cars in the way, just zoom straight through!



7 SHARP TURN
This sharpest curve in the Knight League is very difficult to get around unharmed. Slow down and make up the lost time elsewhere.

8 SUPER JET
Hit the Super Jet after you come out of the last curve and try to gain on your competitors in the home stretch.





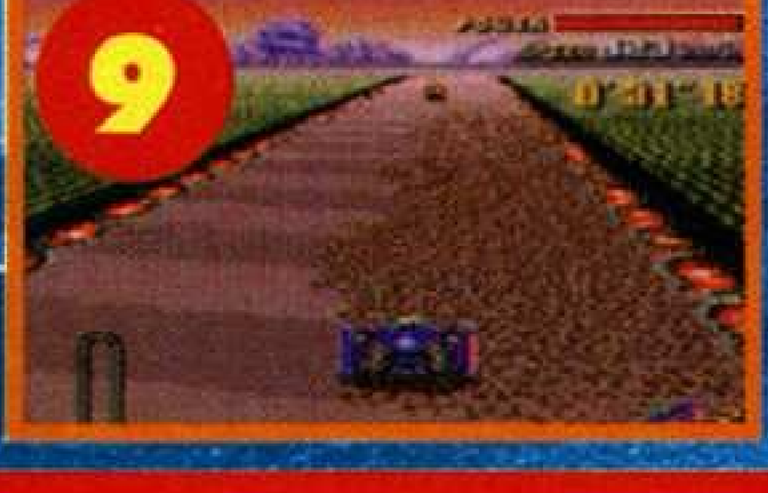
DEATH WIND 1

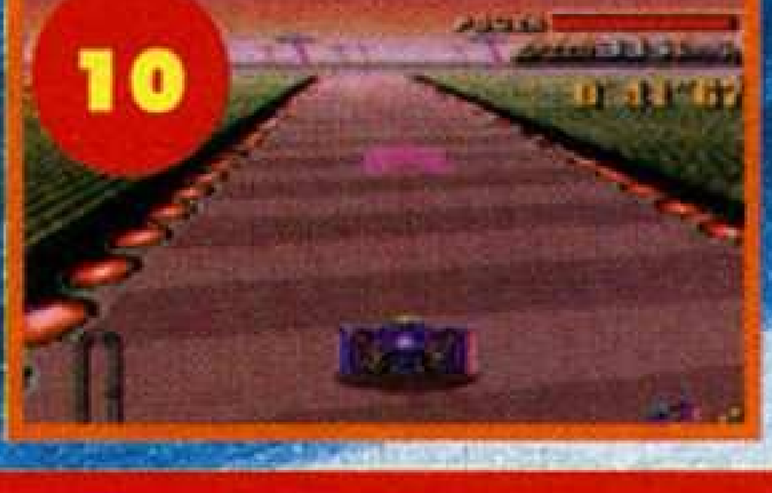
Time to beat: 1:45.28

Wind whips around this track with a vengeance! You'll notice this on the straights, where your machine tends to drift either to the left or the right. Steer against the gale and aim for the centre of the track.

9 SUPER JET
Blast off with a Super Jet in this straight stretch to minimise the effects of the rough.

10 DASH ZONE BOOST
Stay in the centre of the track on the backstretch and aim for the dash zones. These powerful plates send your machine up to speeds of 900km/h!



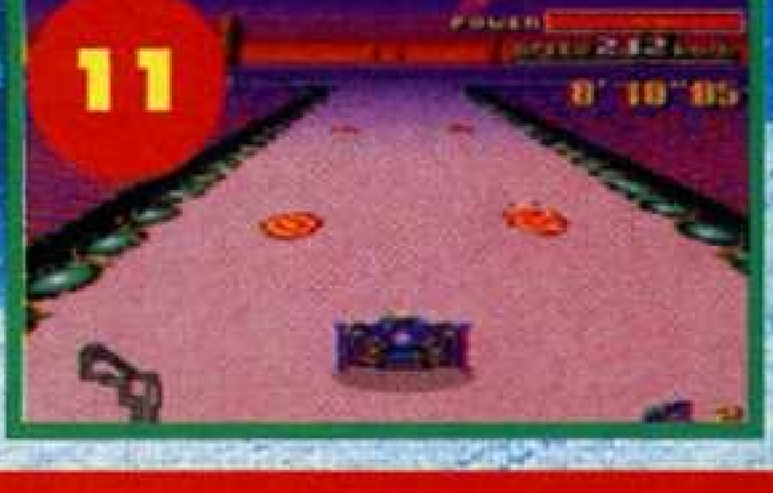


SILENCE

Time to beat: 1:57.89

The angular curves of this last course in the Knight League can be mighty dangerous! Take them easily and try to make up the lost time by speeding along the straights.

11 GET CENTRED
Stay near the centre of the track while you're racing through this series of curves and try not to bounce back and forth off the rails.



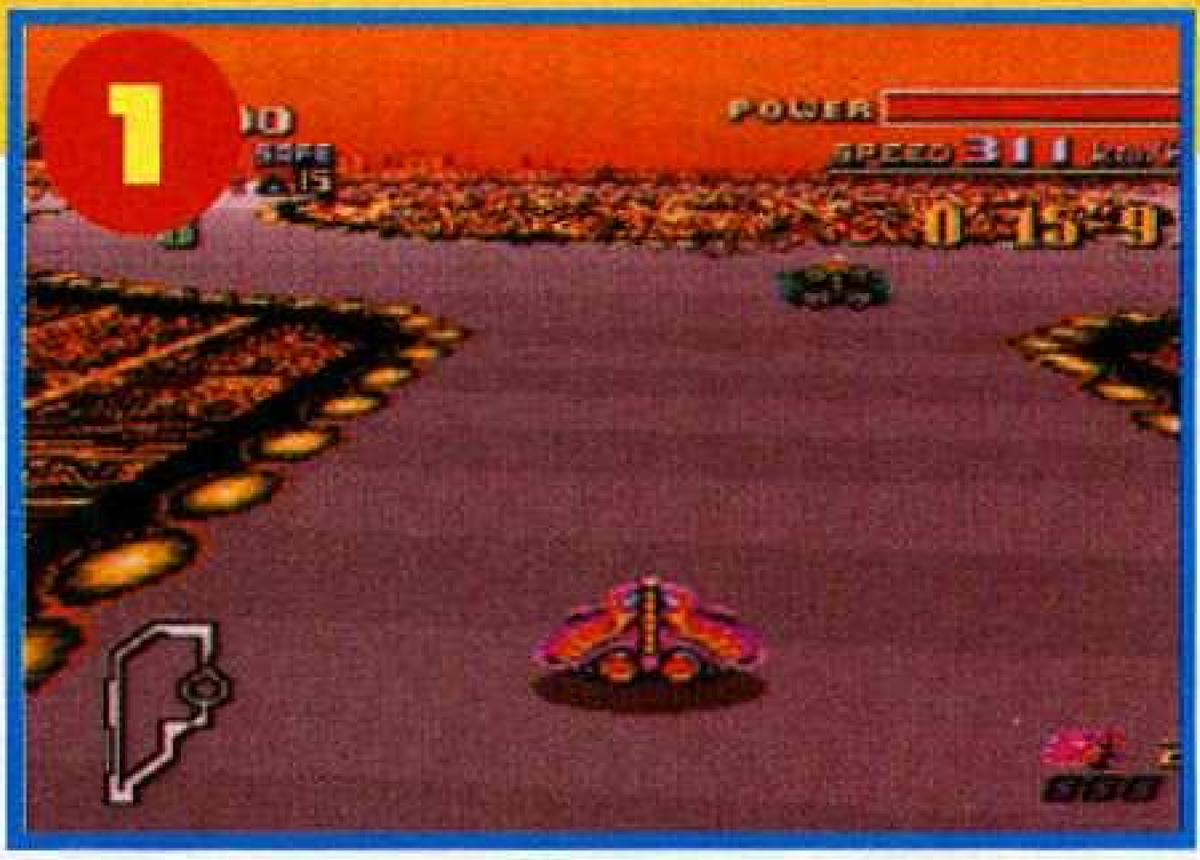
◆ QUEEN LEAGUE

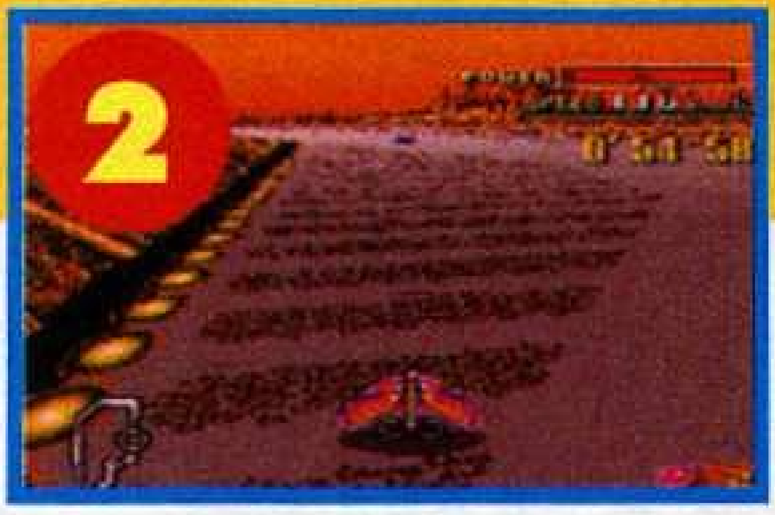
MUTE CITY II

Time to beat: 2:04.34

This second take on the Mute City course has the same basic layout as the first, only with more obstacles. The most obvious addition is a huge loop that splits the track before the jump plate on the backstretch. You should have no trouble finishing in the top three after a few attempts.

1 *CROWD SHY*
The distance is the same on both the left and right sections of the loop. Take the least crowded route.





2 *SUPER JET*
Ignore the two jump plates in this section and hit the Super Jet to blaze through the rough.

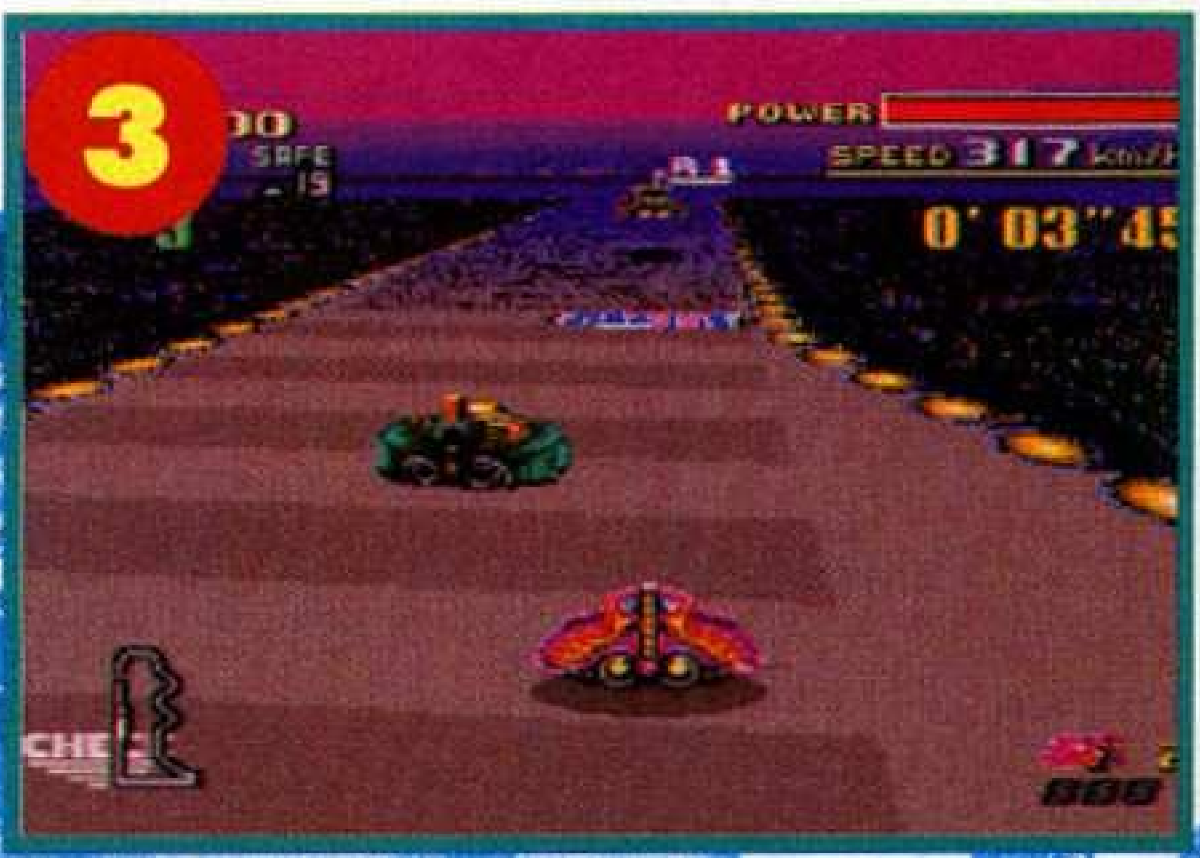
PORT TOWN I

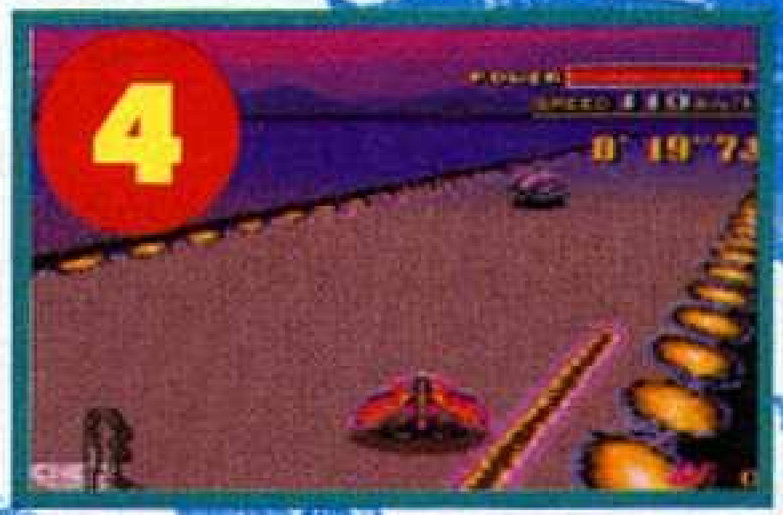
Time to beat: 2:46.65

Narrow curves make it difficult to pass on this course. The two tricky jumps and the magnets on the backstretch may also cause problems for the inexperienced driver. Keep up with the pack or lose them for good.

3 *JUMP! JUMP!*
You encounter two jump plates near the beginning. Veer to the right and take off.

4 *PULL AWAY*
Magnets pull you toward the edges here. Use the L and R buttons to lean to the other side.



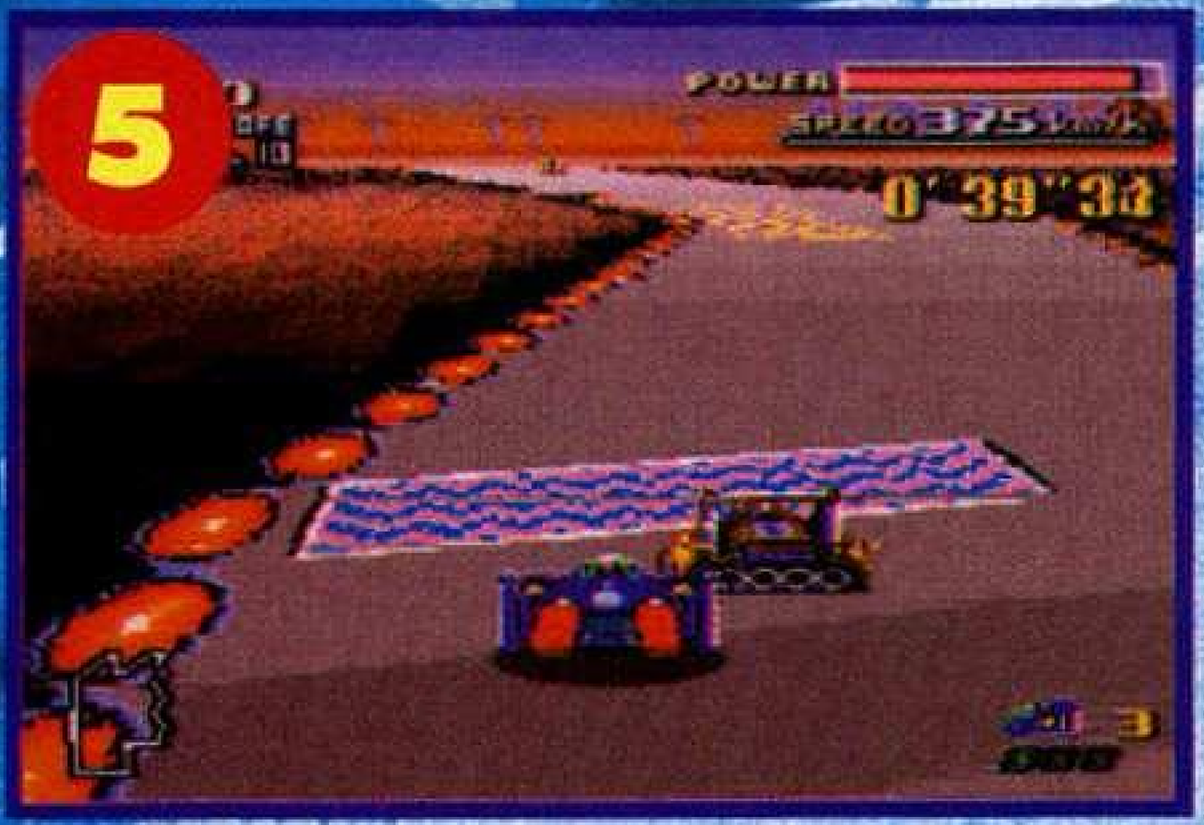


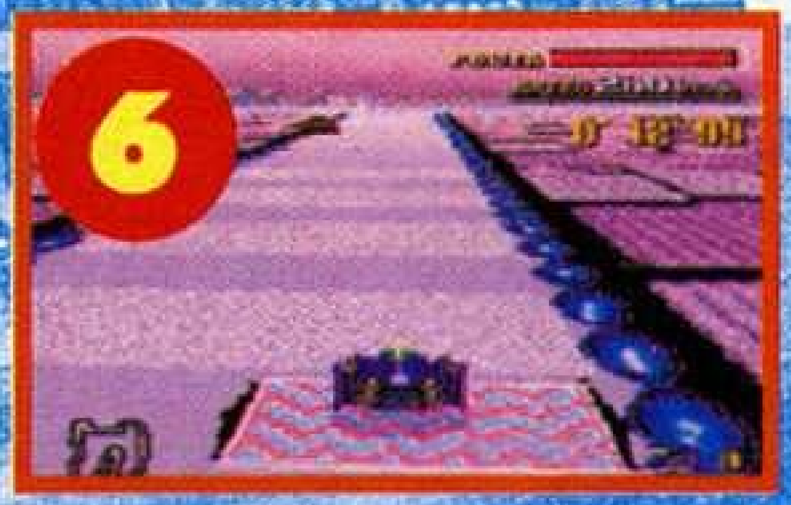
RED CANYON I

Time to beat: 2:48.58

Your race over the red rocks will be very fast if you study the course layout. Stay centred on the curvy sections and take advantage of the jump plates.

5 *TRIPLE JUMP*
Leap off the three jump plates here to keep a straight and steady course. Once you blast off, press down on the control pad to counteract the pull of the track's magnets.





WHITE LAND I

Time to beat: 2:05.46

This wintry course may be picturesque, but it's also packed with many slippery traps! Watch out for the ice!

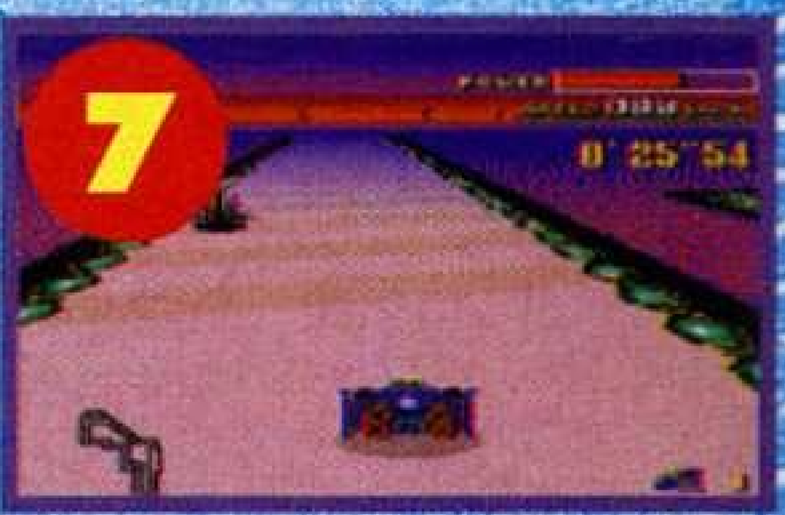
6 *UPS AND DOWNS*
The jump plates in this area are followed by strong magnets. Press down on the control pad as you leap and you won't slow down.

WHITE LAND II

Time to beat: 2:05.46

The second slippery course in the Queen League circuit features one tough turn after another! You'll have to book on the straights if you slipped up on the ice.

7 *SUPER JET*
You'll have a better chance of making this massive jump if you engage a Super Jet before taking off. Press down on the control pad to keep you in the air longer.



NMS PLAYERS GUIDE

◆ KING LEAGUE

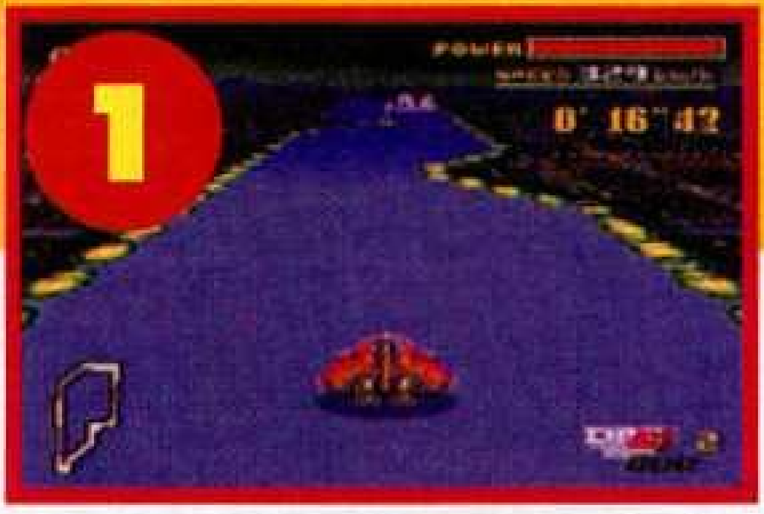
MUTE CITY III

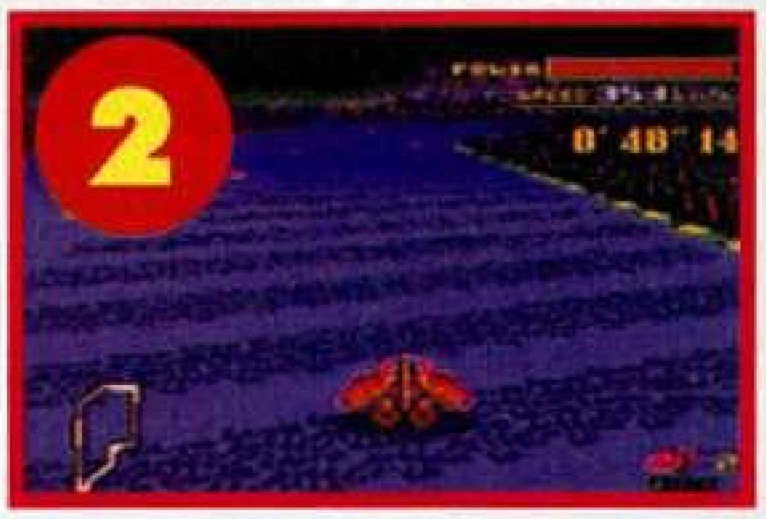
Time to beat: 1:59.91

This narrow course is definite proof that the King League is for experienced players only. You'll have to display superior skills in order to end up as one of the top three drivers here.

1 JAGGED EDGE
Centre your vehicle and race between the rails of this narrow track.

2 THAT'S MINE, THAT IS
Hit the Super Jet and stay in the rough to avoid the mines!



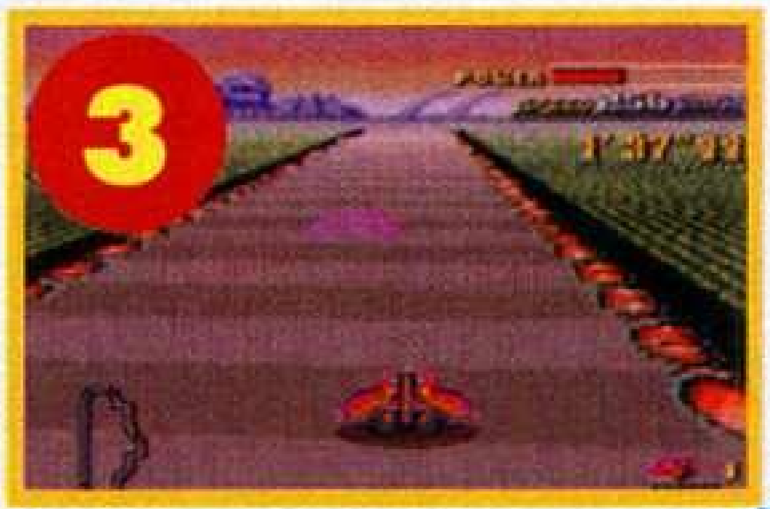


DEATH WIND II

Time to beat: 1:58.95

The windiest city in the game features super sharp turns. Use your Super Jet boost to blast through the bumpy sections that are just past the starting line.

3 DON'T DASH
If you hit the dash zones on the backstretch, you'll probably lose control and ram into the rails! Avoid them unless you're an excellent player with a car that has decent handling.

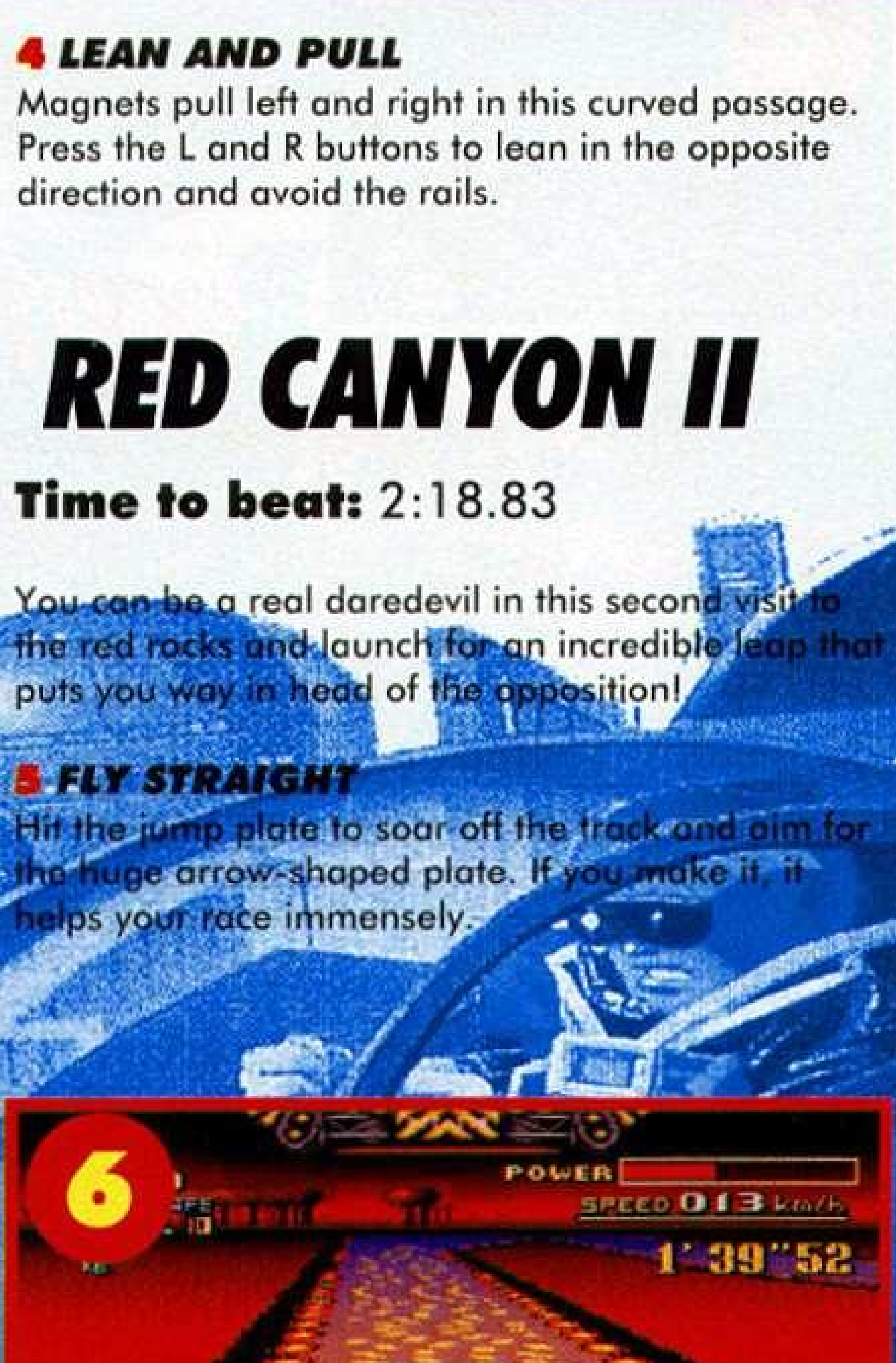


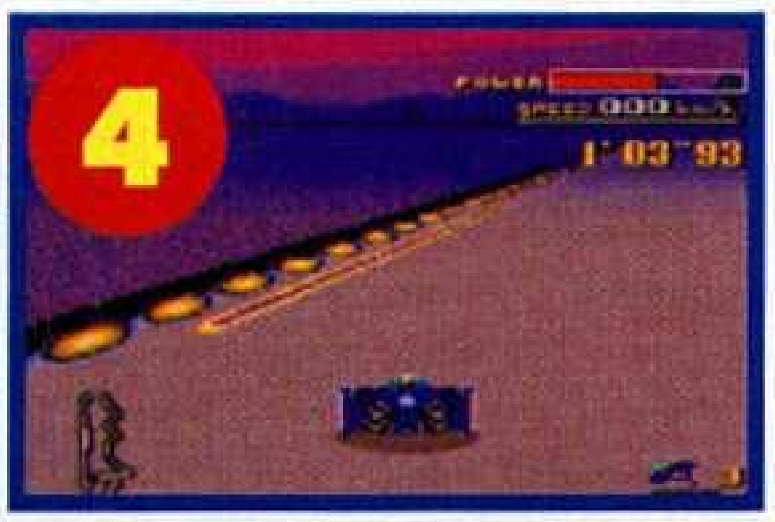
FIRE FIELD

Time to beat: 3:31.97

Firefield is the most challenging course in the entire game. Study the layout and drive intelligently!

6 LEFT IS BEST
Veer left when the track splits and you are able to take advantage of both the pitlane and a dash zone!





4 LEAN AND PULL
Magnets pull left and right in this curved passage. Press the L and R buttons to lean in the opposite direction and avoid the rails.

RED CANYON II

Time to beat: 2:18.83

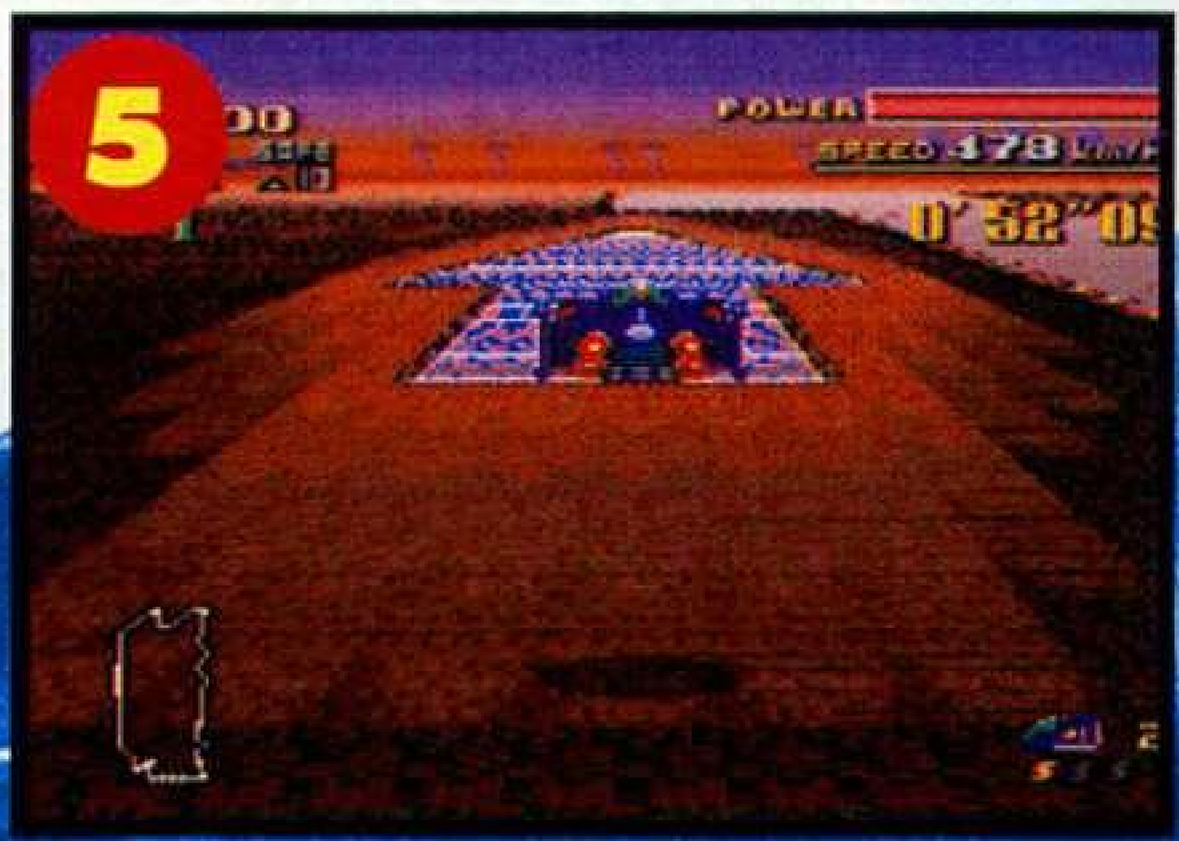
You can be a real daredevil in this second visit to the red rocks and launch for an incredible leap that puts you way in head of the opposition!

5 FLY STRAIGHT
Hit the jump plate to soar off the track and aim for the huge arrow-shaped plate. If you make it, it helps your race immensely.

PORT TOWN II

Time to beat: 2:27.50

The updated Port Town course features the same dual jump arrangement as the original. If you stay on the right side of the track, you should do well. There's a mean set of curves on the back end. Watch out for them and slow down.



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Pilotwings
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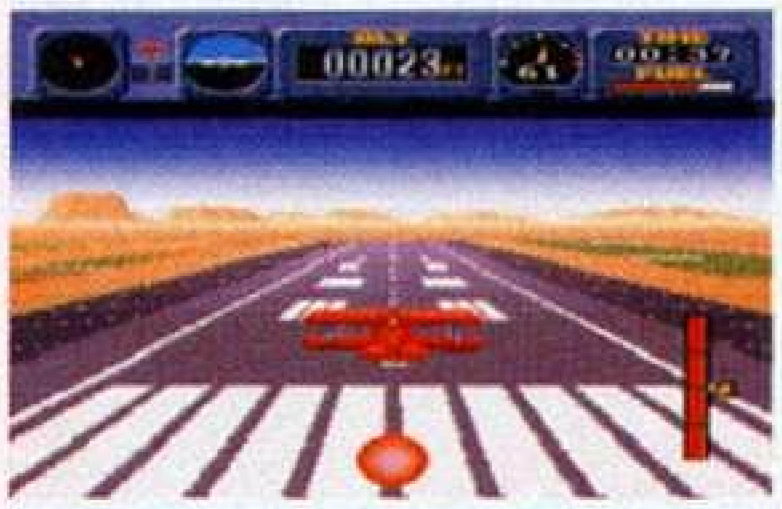
If you're playing Pilotwings and are spending more time scraping your shattered limbs up off the deck than flying high, take a cheesy gander at these fabbo hints 'n' tips, guaranteed to give you the lift you need on the first four levels...

GENERAL STRATEGIES

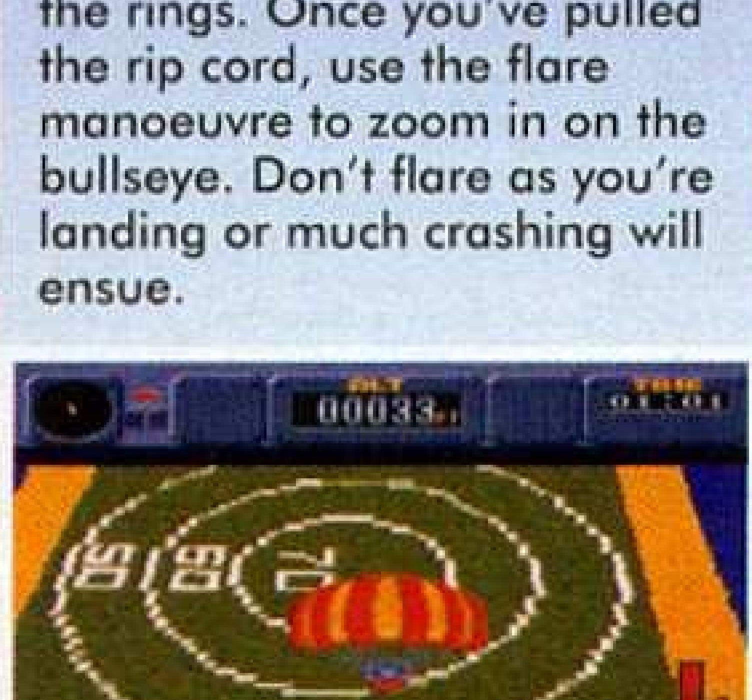
LIGHT PLANE

The throttle speed at the start of each light plane test is far too low. Use the A button to boost it to maximum immediately. On landings, come in as close to the centre line as possible for the best score. Once on the runway, it's still possible to steer left and right until your speed reaches zero.



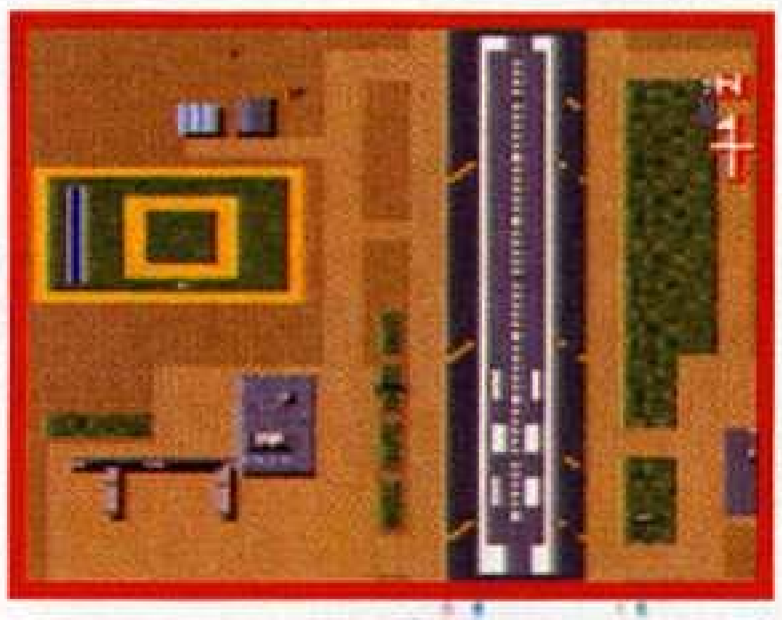
SKY DIVING

Be careful not to oversteer during free-fall. If you tilt in the same direction for too long, you'll shoot away from the rings. Use small tilts forward and back to get through the rings. Once you've pulled the rip cord, use the flare manoeuvre to zoom in on the bullseye. Don't flare as you're landing or much crashing will ensue.



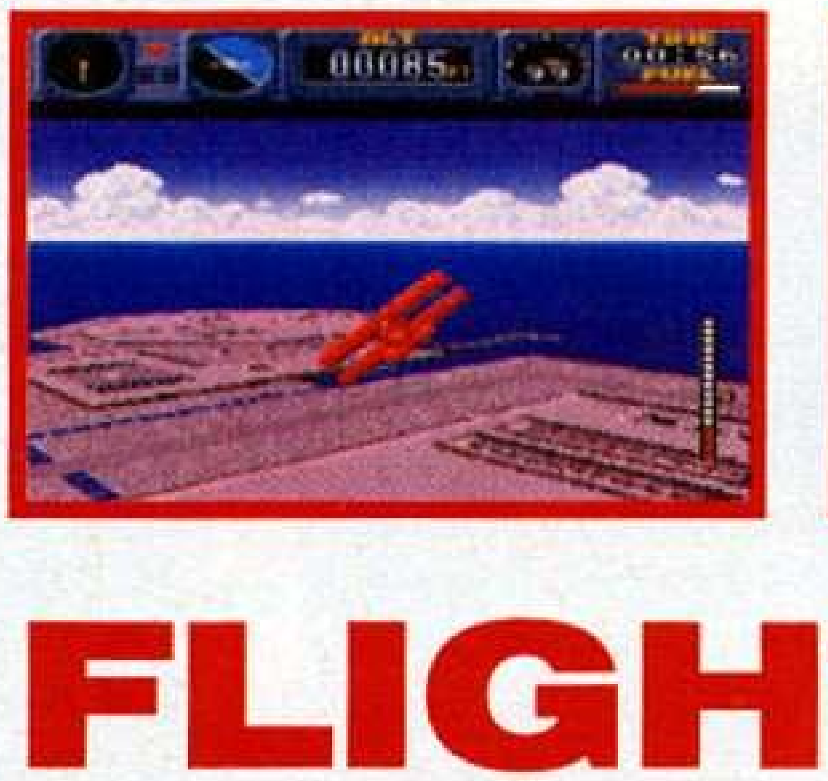
FLIGHT AREA 1

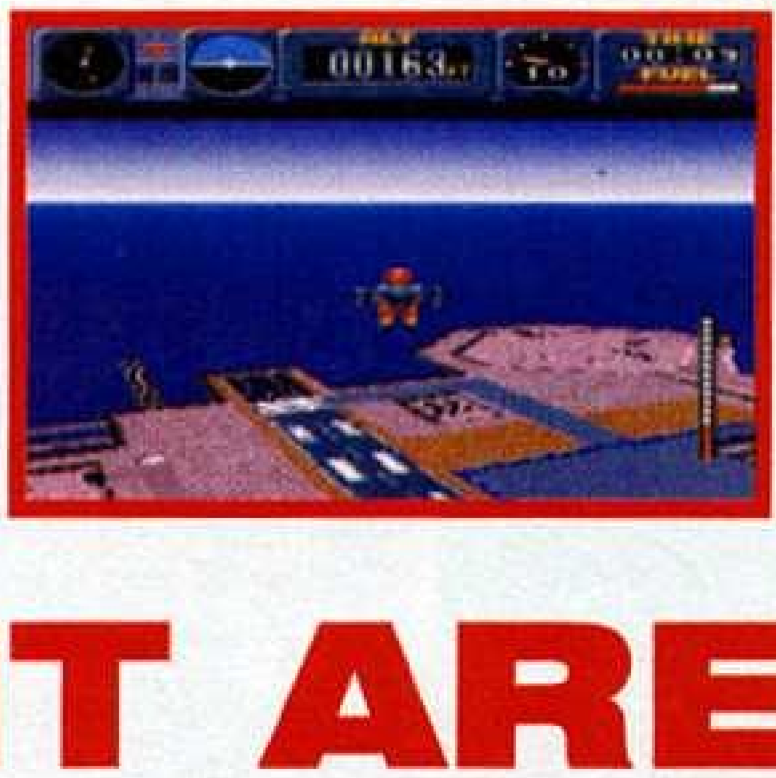
OBJECTIVES: Light plane, Skydiving.
SCORE REQUIRED: :120



LIGHT PLANE: This is pretty easy. When the lesson begins, whack the throttle up to full, then dive until you reach the first green sphere. There are ten spheres lined up with the runway. Pass through all the spheres to get all ten beam points. You don't need to steer left or right at all here as you begin the level perfectly aligned with the runway.

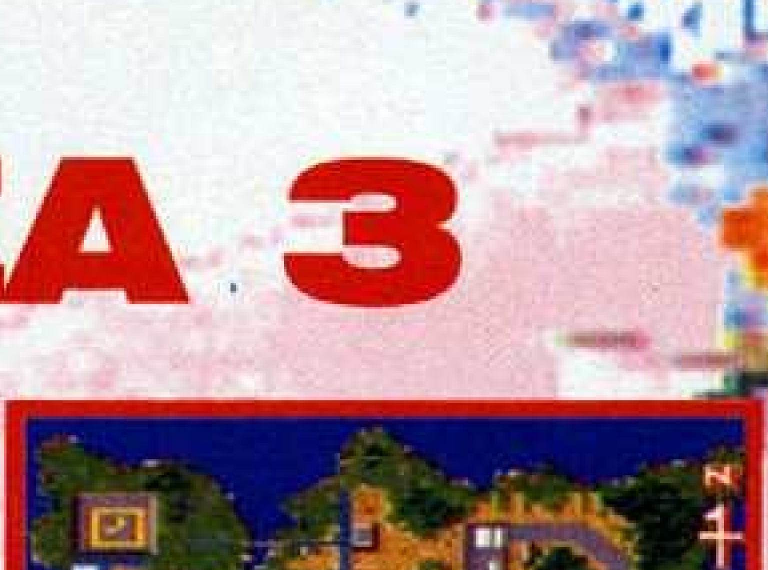
SKYDIVING: You drop straight through the first two rings if you just leave the controls alone and fall straight down. You may need to tilt forward slightly to catch the third ring. After that, pull the cord once you're under 1000 feet and start zeroing in on the bullseye. Use the flare to dive at the target. Don't flare as you land or you'll lose ten speed points for crash landing.





FLIGHT AREA 3

OBJECTIVES: Hang glider, Light Plane, Rocketbelt.
SCORE REQUIRED: 220



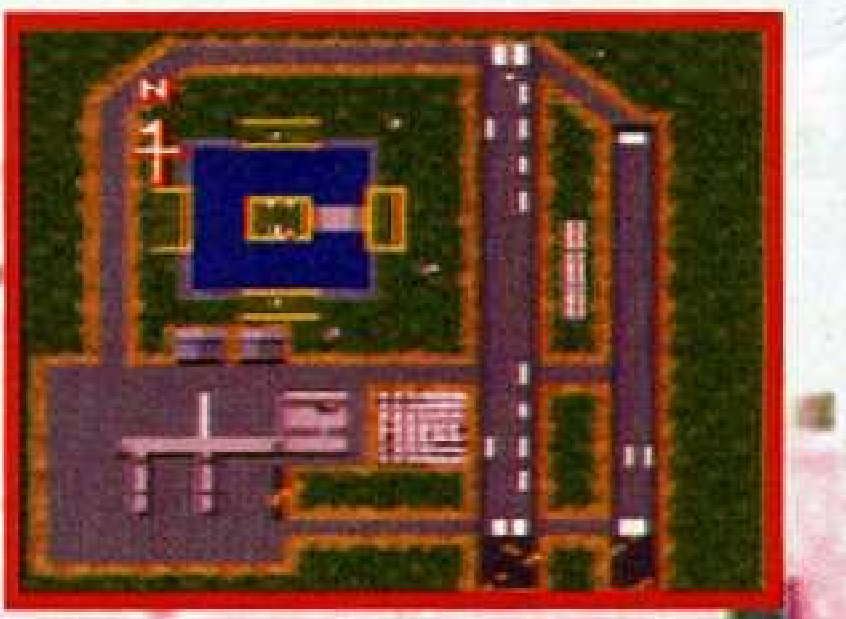
HANG GLIDER: Once you have cut loose form the plane, fly towards the white puffballs. This is actually a poor representation of a thermal draft, fly straight through this and you should catch enough air to be pushed up to five hundred feet. Now manoeuvre yourself so you have a long approach to the target. This should give you plenty of time to descend gradually and flare with plenty of room to spare.

LIGHT PLANE: :Push the throttle straight up to maximum and push down on the controller to take off. The rings are the most important part of this level, getting through all of them reaps a hefty fifty points. Getting a good angle score is pretty tough as it's essential to dive rapidly after the final ring to get low enough for a good landing.

ROCKETBELT: :The three bars are all positioned pretty low. The maximum altitude where you can possibly touch one is about seventy-five feet. Use the fast jets in bursts to stay at about fifty feet. The bars turn brown when you touch them, making altitude judging a bit easier. For maximum points, go for the smaller bullseye target floating in the water, although it's ultra-flippin'-rock-hard.

FLIGHT AREA 2

OBJECTIVES: Light plane, Rocketbelt, Skydiving.
SCORE REQUIRED: :220



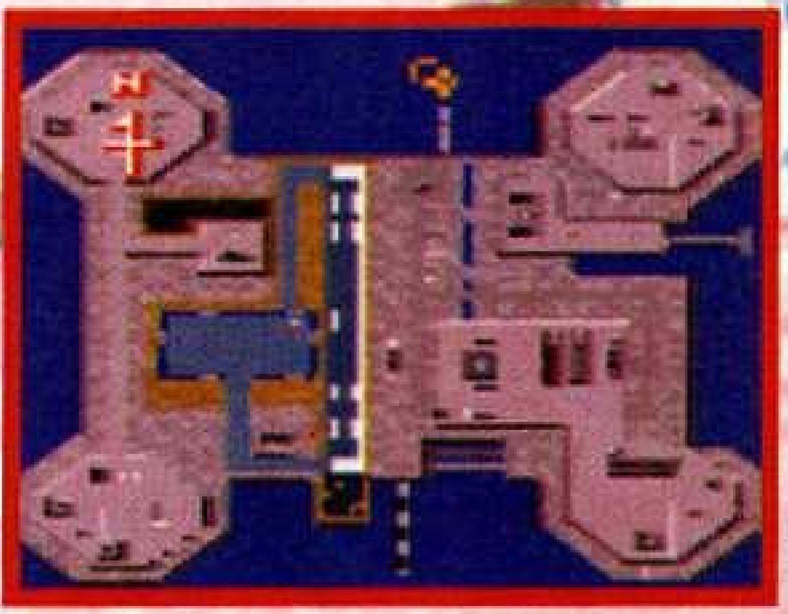
LIGHT PLANE: After passing through a ring, a message flashes up on screen informing you of the best altitude at which to pass through the next ring. Get as close to this altitude as possible to make things easy, then, after the third ring, line yourself up with the runway and get landing.

ROCKETBELT: Use the fast jets for a quick takeoff, then tilt straight forward to fly through the first ring, which will turn brown once you've passed through it. The other two rings start off just as small green spheres until you fly close to them, at which point they expand into circles. Fly through the second and third rings to complete your mission objective and head for the target. Use the top-down view to best position yourself for the bullseye, and use the fast jets to maintain as slow a descent as possible.

SKYDIVING: The fourth of the five rings is off to one side. Turn to the right and tilt forward a little to pass through the fourth ring, then quickly readjust your fall to pass through the final ring.

FLIGHT AREA 4

OBJECTIVES: Hang glider, Light Plane, Rocketbelt, Skydiving.
SCORE REQUIRED: 300



HANG GLIDER: After passing through the blue ring once, hit a thermal, spin round and pass through it again for mucho pointos. The landing area is directly below the ring, so get some distance between you and the bullseye. Hit another draft, turn around and land.

LIGHT PLANE: After takeoff, fly straight ahead for a short time, then make a hard turn and head back towards the arch. Caution is the order of the day however, as you need to be under thirty feet to get underneath. After passing through, use the brown spheres to guide your landing for top success.

ROCKETBELT: The moving rings aren't all that difficult. Passing through the spinning ring is easy, aim for the spheres should it be facing you rim on, and once you reach it the ring should have turned sufficiently to allow you to fly straight through. The shrinking ring takes a little more skill, but it's easy enough if you wait until it starts to expand before shooting through it at top whack. The mega-tiny centre of the bullseye reaps maximum points, but predictably it's very difficult to hit.

SKYDIVING: Tilt forward slightly to get through the first four rings. You need to turn to get through the fifth one, and turn again to get through the last ones. Altitude will be just under one thousand feet after the last ring, so get ready to open that 'chute.

ROCKETBELT

Unless you're running really low on fuel use the fast jets to fly around. The slow jets do not produce the bursts of speed and altitude you need. When landing on the bullseye, be sure to use the top-down view. If you're trying to land on the moving target, use the forward view.

HANG GLIDER

The moving white columns are the thermal drafts that must be hit to gain altitude. Aim at a column and fly straight through it; the thermal catches the glider and sends it soaring upward anywhere from 300 to 350 feet. On landings, use the flare to stall the glider. Remember to use the flare on landing if you don't want to crash horribly.

HELICOPTER

Unless you're running really low on fuel use the fast jets to fly around. The slow jets do not produce the bursts of speed and altitude you need. When landing on the bullseye, be sure to use the top-down view. If you're trying to land on the moving target, use the forward view.

Start
Continue
Pilotwings
EXPERT
©1990, 1991 Nintendo

ALT
00027
TIME
FUEL

PASSWORDS

If you're still having trouble with an area, the following passwords will get you where you want to go.

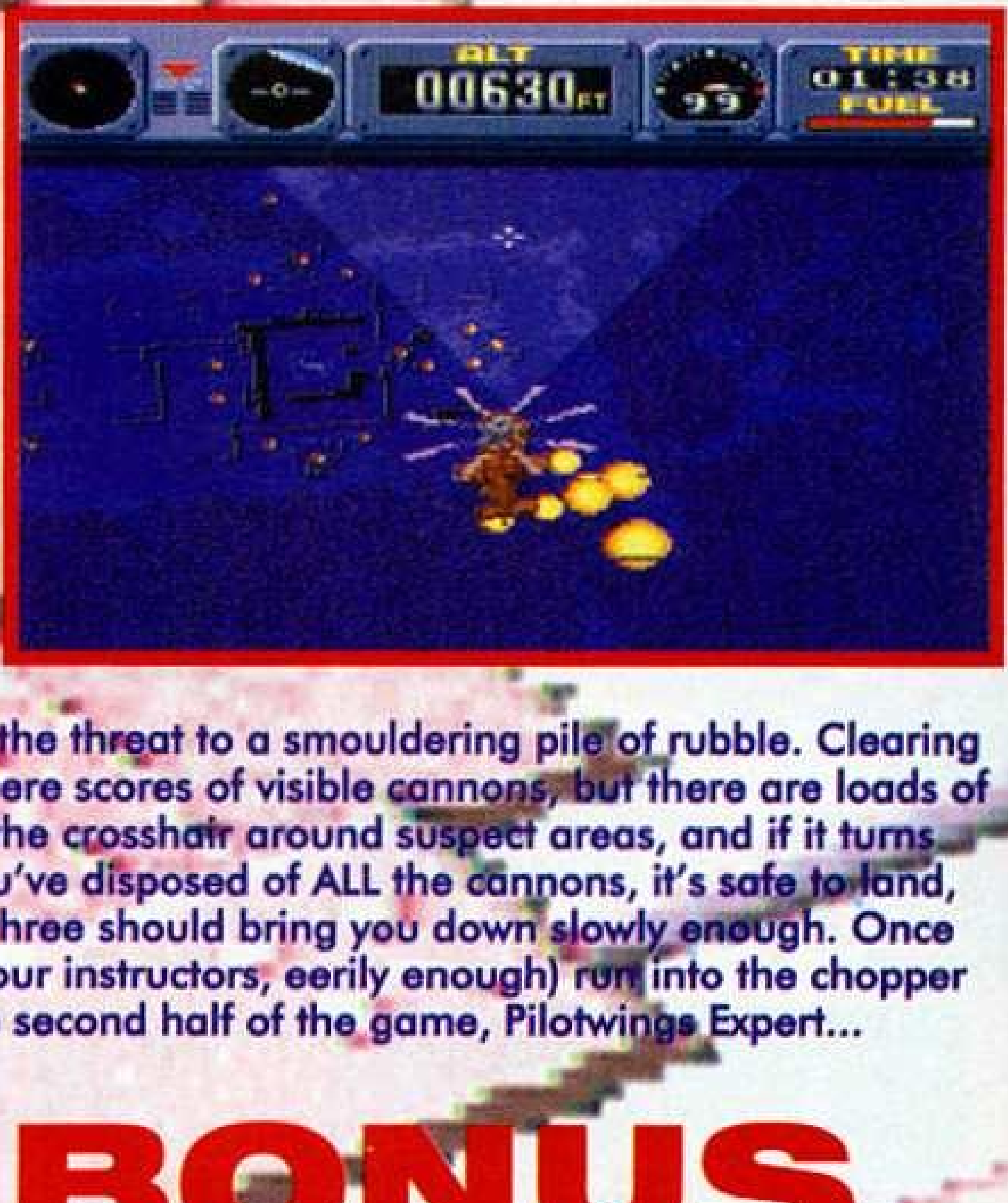
FLIGHT AREA: 2:985206
FLIGHT AREA: 4:520771
FLIGHT AREA: 3:394391
SECRET COMMAND: 108048

Pilotwings

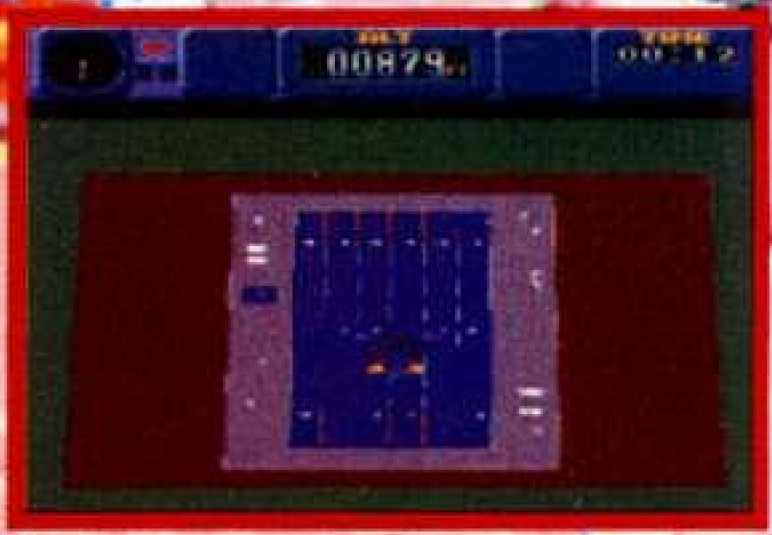
SECRET COMMAND

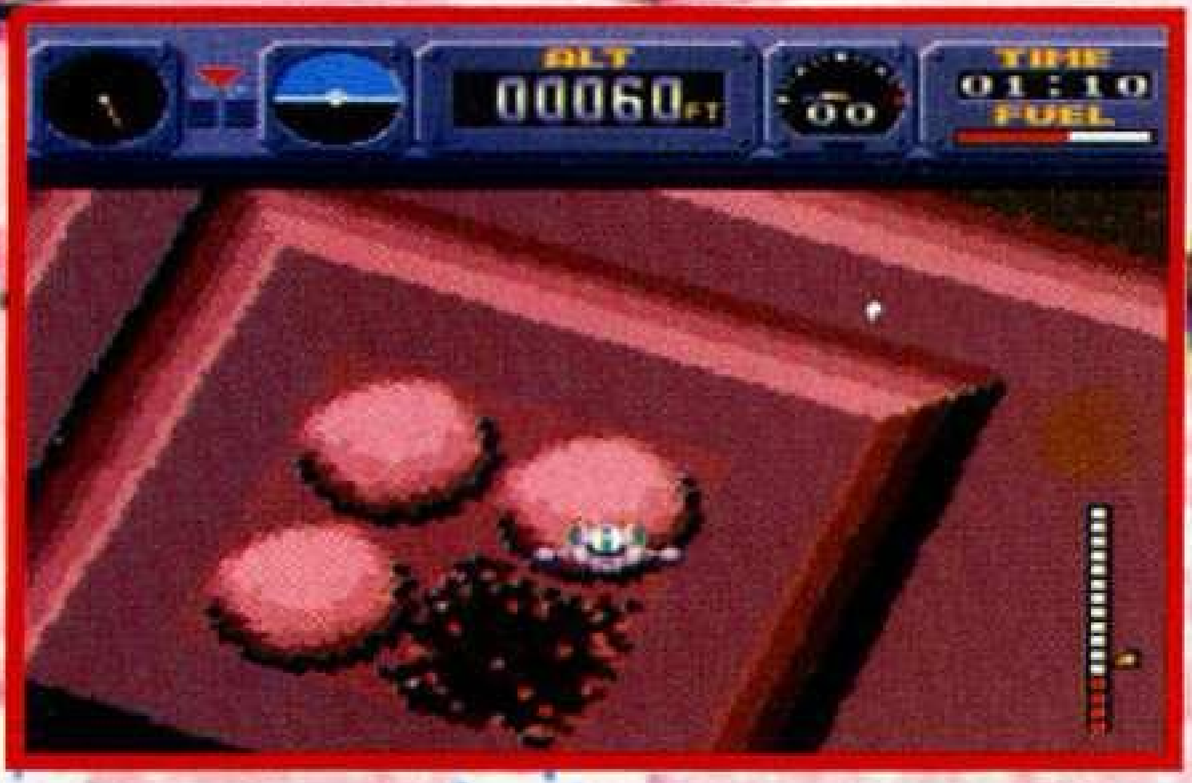
ALT
00119
TIME
FUEL

ALT
00226
TIME
01:23
FUEL



Should you pass through all the previous flight areas, your level of skill will be deemed enough for you to be sent on a secret mission in a top secret experimental attack helicopter. It takes a while to get used to the controls, so after taking off from the battleship, take a bit of time to practice with your chopper. Even if you crash you can start the mission again, so don't be afraid to experiment. Once you know what you're doing, check the radar in the upper-left corner of the screen. Head towards the enemy heliport, indicated by the red dot. Along the way you encounter ground-based cannons armed by dead-shot gunners. Aim the crosshair in front of the helicopter onto a gun sight, and it locks on, indicated by a bleep and the outlining of the sights. Fire one of your unlimited supply of missiles to reduce the threat to a smouldering pile of rubble. Clearing the heliport defences is pretty tough, as not only are there scores of visible cannons, but there are loads of camouflaged ones in the ground near the base. Steer the crosshair around suspect areas, and if it turns red, you're locked on and ready to fire away. Once you've disposed of ALL the cannons, it's safe to land, so reduce the throttle slowly. A speed of about eighty-three should bring you down slowly enough. Once you touch down, the hostages who you must rescue (your instructors, eerily enough) run into the chopper and your mission is complete. Now you're ready or the second half of the game, Pilotwings Expert...





BONUS ACTION

ALT
00049
TIME
00:15

If you're skillful enough to land on the floating islands on either rocketbelt of skydiving missions, you're not only guaranteed a maximum 100 points, but you're also transported to a bonus area where still more points are up for grabs.

If you're flying a rocketbelt, you're transformed into a birdman. Use the yellow pads to bounce into the air and fly forward. Hit the P blocks to score points. Should you make it to the final "Splashdown", aim for the centre section for top points.

If you're skydiving and land on a moving target, you enter a bonus game where you become a penguin! Jump off the penguin springboard and aim for that highest scoring area.

READY

STEADY

GO!

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

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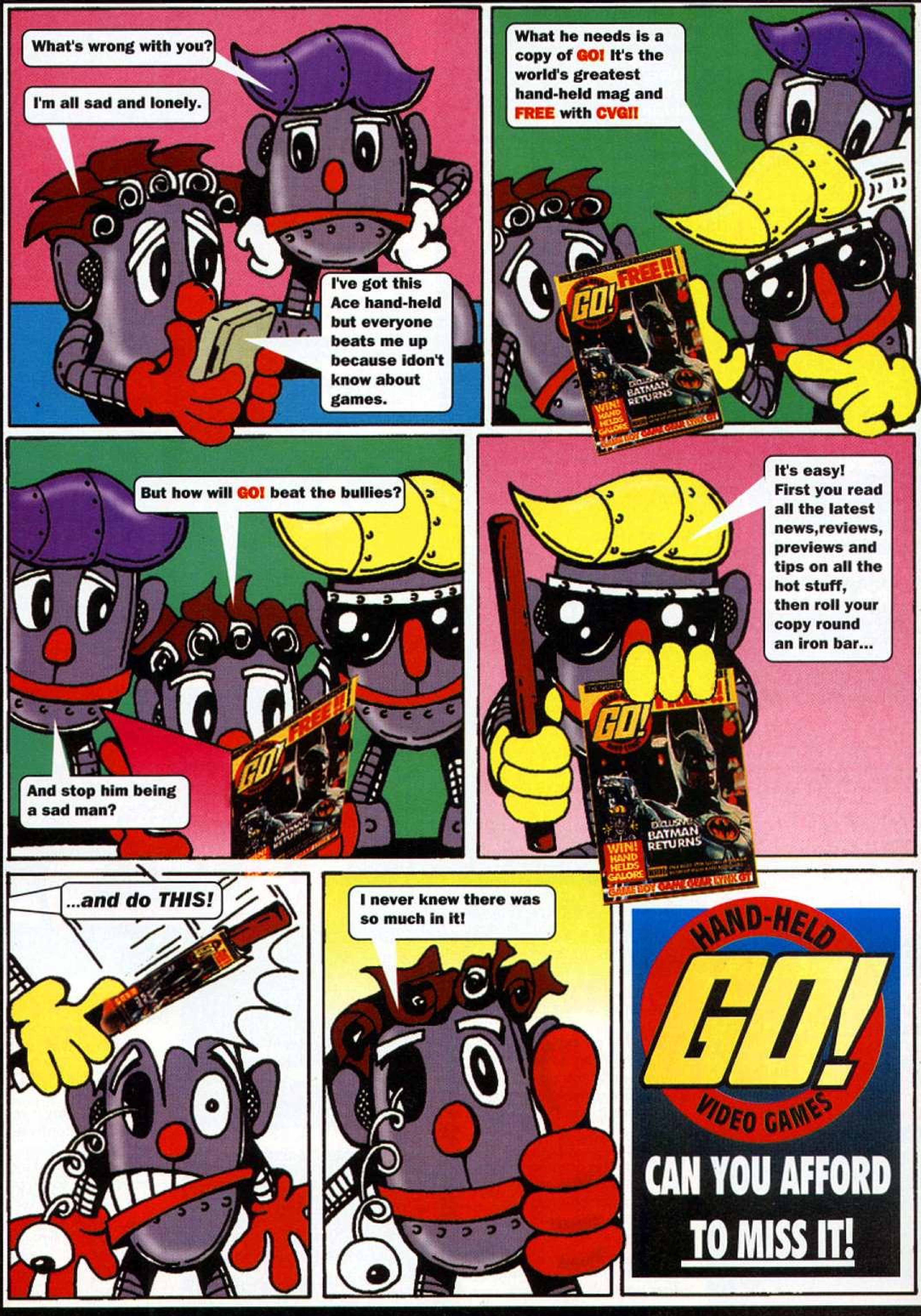

What's wrong with you?
I'm all sad and lonely.
I've got this Ace hand-held but everyone beats me up because idon't know about games.
What he needs is a copy of GO! It's the world's greatest hand-held mag and FREE with CVG!!
FREE!!
GO!
EXCLUSIVE BATMAN RETURNS
WIN! HAND HELDS GALORE
GAME BOY GAME GEAR LYNX GT
But how will GO! beat the bullies?
And stop him being a sad man?
It's easy! First you read all the latest news,reviews, previews and tips on all the hot stuff, then roll your copy round an iron bar...
...and do THIS!
I never knew there was so much in it!
HAND-HELD
GO!
VIDEO GAMES
CAN YOU AFFORD TO MISS IT!

2 PLAYER

4 MEG

SIM GAME

ELITE
Licensed to
Imagineer Co. Ltd.

PRICE:£39.95
BY:IMAGINEER

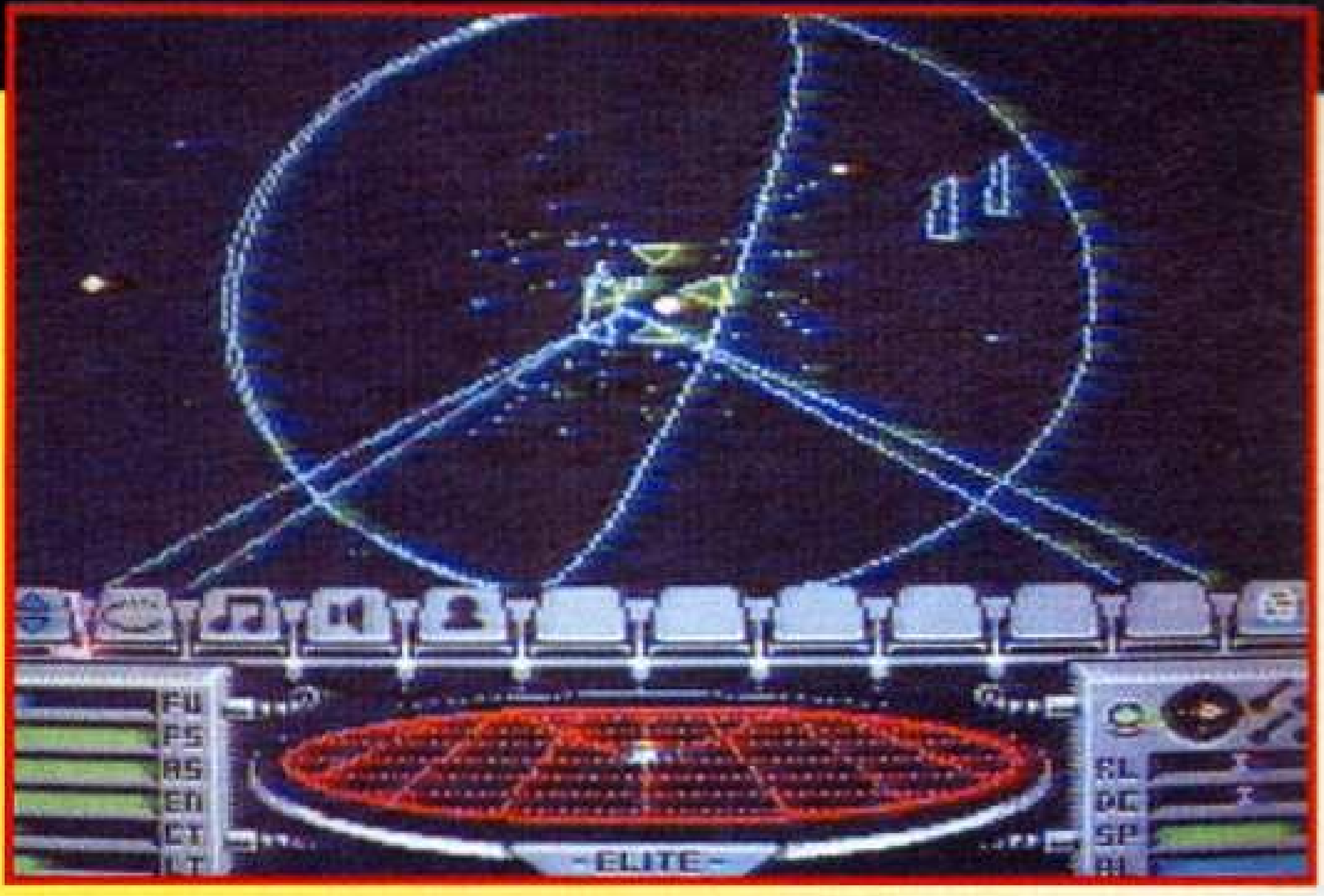
During the 21st Century, technology evolved fast enough for many people to take to the stars in search of new worlds to settle on, far away from the pollution and over-crowding of Earth. Over the course of centuries these settlers colonised many worlds throughout several galaxies and over the course of time, these people made contact with the inhabitants of the worlds around them.

As time passed, these people realised that they could benefit from forming a galaxy-wide Federation with its own advanced technology and common trading markets. Space travel became a way of making vast amounts of money and retire easily... if you were lucky.

You adopt the mantle of a young space rookie, out to prove to the universe that you are capable of making vast amounts of cash. But trading isn't the limit of your talents. Space is crawling with fugitives, making their own living by blasting honest traders (like you) into pieces and making off with all your lovely cargo. Blasting said pirates is just as important and you are awarded a rating according to your blasting skills.

At the moment you are a sad man, ranked as Harmless. However, you know that you have the necessary skill, determination and guts to make it all the way.

RELEASE
NOV
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
NONE
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY LEVEL
POOR
ORIGIN
Elite was originally released on the aged BBC Micro (model B) where it sold a massive amount of copies. The game went on to appear on just about every 8-bit format and was converted to the Amiga, ST and PC. This is the only console version of Elite to appear... yet!

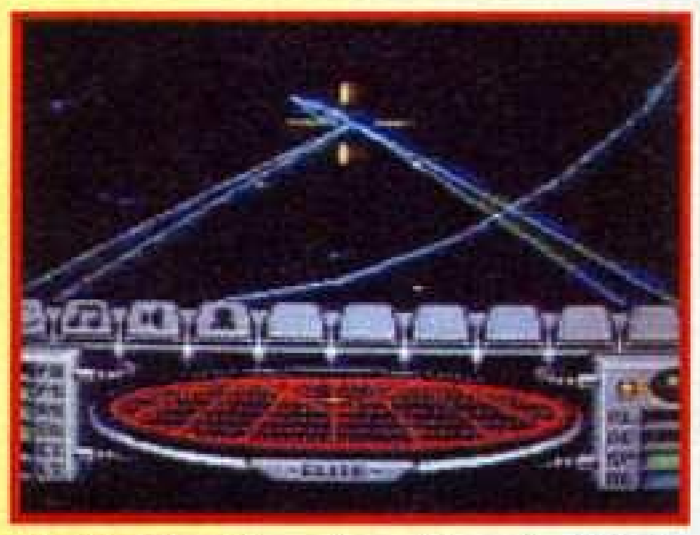


TOOLS OF THE TRADE

Once you've started to get a fair amount of money into your account, it's worth buying extra devices and weapons for your ship.

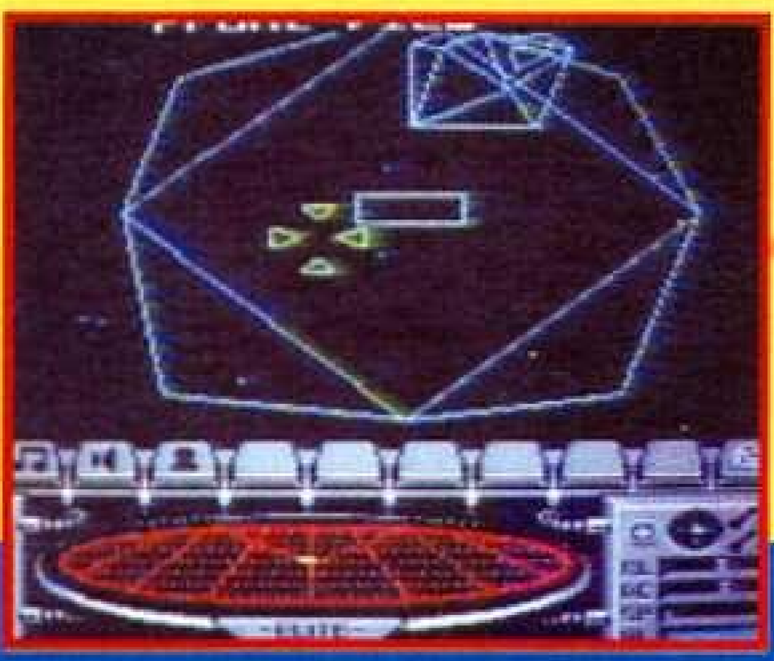
SECRET MISSIONS

Later on in the game, you are invited to take part in special secret missions for the Intergalactic Navy. The first mission involves you tracking down and blasting a stolen prototype ship - the Constrictor! It's equipped with a spanking new shield generator that only military lasers can pierce. But it's got a massive head start on you, so it's down to you to track down leads dotted around two galaxies and find the Constrictor's den. Then it's your unenviable task to blow the sucker out of the cosmos!



▲ Facing the deadly might of the Constrictor attack craft!

EL



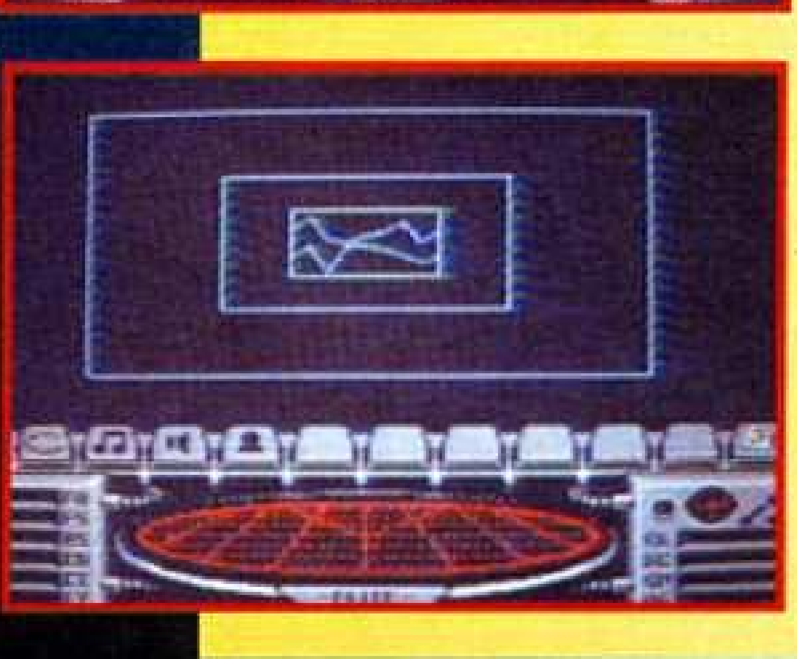
OPTIONS

PITCH: You can adjust this so that pushing down on the joypad pulls you up (rather like a pilot's joystick) or you can switch it into the opposite.

YORE: The game provides self-centring after adjusting your yore, or alternatively you can do it yourself.

MUSIC ON/OFF: A nice rendition of the Blue Danube plays while your docking computers are activated. Turn it off with this option.

HYPERSPACE — ZAONCE



ONE/TWO-PLAYER GAME

In the two-player mode, player one controls the firing and has access to the icon system, making him responsible for every system bar the navigation. This part of the game is left to player two. As you might expect, in one-player mode, player one is responsible for every to do with the ship.

How To Control

8-WAY
DIRECTIONAL
CONTROL

A Fire lasers.

B Enable icon select.

S **START BUTTON:** Pause the game and access further options.

S **SELECT BUTTON:** Utilise currently selected icon.

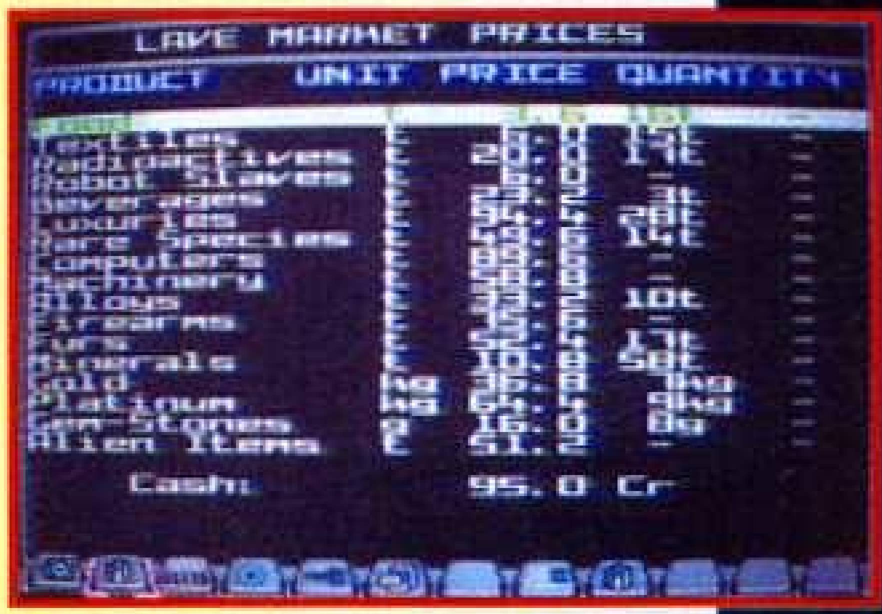
How To Play

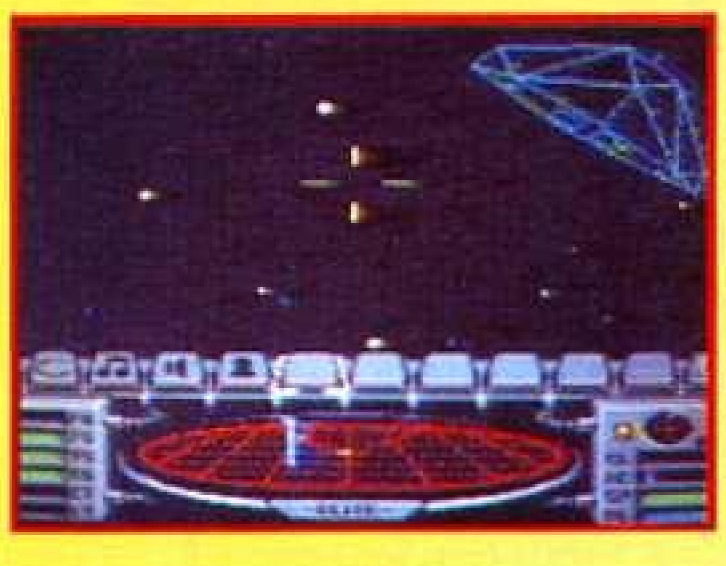
Adopt the mantle of a space commander on your virgin trip, travelling the cosmos trading your wares. Upgrade your spaceship with better weapons and useful devices and do battle with a universe crawling with pirates and hostile aliens!

ITE

BASIC TRADING

You start the game docked at Lave with 100 credits to your name. It's your job to examine the space markets and trade commodities in order to make a profit. For example, since Lave is an agricultural world, you'd be wise buying some furs, food and textiles and trading them with nearby industrial world, Leesti. Here you can stock up on computers and machinery to sell back at Lave. It shouldn't be long before your coffers are bulging!





Quiete
Esdi
Tezaeded
Onatbeza
Tiriusri
Zageuser
Orarra
Abege
Zatebiso
Usleri

COMMENT

RICH

I'm an old Elite veteran, having got to Elite on the Spectrum, C64 and Amiga versions. Frankly, I'm amazed at the high quality of this console conversion. Everything from the original version of the game is here, all of the ships, every mission - even the geography of all eight galaxies is exactly the same! The gameplay itself is just as fresh as ever. The trading requires plenty of brainwork and risk-taking, while the deep space blasting action is decent enough to keep arcade fans occupied for ages. There are only a couple of problems I see NES players having to get around. Firstly, the game is quite difficult to get into. There's a good few hours of intensive trading required to tool up your ship to the required standard and it isn't the most exciting aspect of the game by any stretch of the imagination. Secondly, once you do get into it, there are one or two tedious patches that could have been programmed around - the over-long docking sequence for instance. Other than those minor gripes, Elite offers a freedom and challenge unrivalled by any other Nintendo video game. If you're after a game unlike any other, offering a vast quest and months of satisfaction, go and buy Elite!

OTHER DEVICES

DOCKING COMPUTERS: Docking with a space station costs five credits if you wish the satellite to perform the intricate docking manoeuvre for you. These computers, priced at 200 credits allow you to dock yourself with no further outlay of cash.

ENERGY UNIT: The Cobra Mark III is well-known for its slow energy build-up, making its recovery powers in combat very limited. This extra unit boosts the power output.

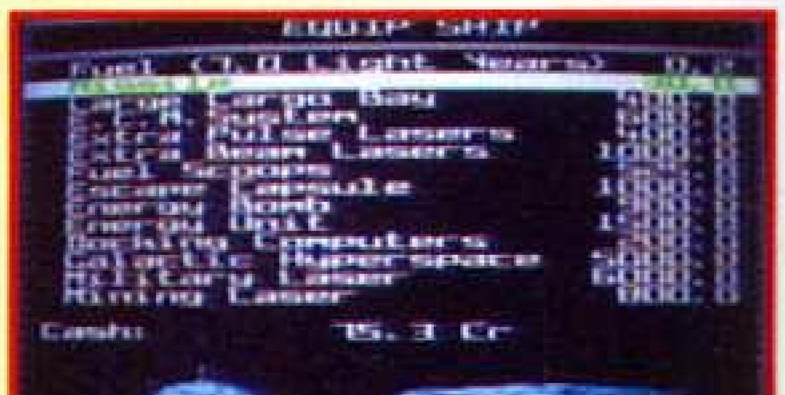
FUEL SCOOPS: These scoops allow you to skim suns and pick up raw fuel which you would otherwise have to buy. Any cargo canisters floating in space can be picked up as well.

ESCAPE POD: If you're running low on energy and those Thargoids are closing in for the kill, activate the escape pod. You're blasted clear of the ship and taken to the nearest space station. A new ship is supplied, replete with every piece of equipment your old ship had. Your legal record (based on your old ship ID number) is cleared as well!

GALACTIC HYPERSPACE: There are eight chartered galaxies to explore in Elite. The only way to warp your way to the next galaxy is to invest 6000 credits in a Galactic Hyperspace device, which burns out after one use!

LARGE CARGO BAY: The bog standard Cobra Mark III carries 20 tons of cargo. The extra cargo bay boosts the load to 35 tons. Exceptionally useful, this should be your first buy.

ECM UNIT: Very useful should your opponent fire a missile at you. Just activate the ECM and watch every missile in scanner range (including any you've fired) explode!



▲ The complete list of available weapons and devices.

COMMENT

JAZ

I thought it was impossible, but Elite has arrived on Nintendo and it's absolutely brilliant. Although the graphics are simple, they're amazingly atmospheric and once you get used to the control system you get completely drawn into the action. There's tremendous lasting appeal in this, with eight galaxies to explore, special missions and, of course, the ultimate aim of earning the Elite accolade. One of my favourite aspects of the game is that you can play legally, or make things even harder for yourself by turning fugitive and blasting everyone and everything - including the police! Elite is one of the most original, playable and long-lasting NES games I've played in months and is well worth checking out, especially if you're after a challenge. Excellent! Now if only Imagineer could do a Super NES version...

POLICE SQUAD!

In deep space, you're entitled to blast any one you want really, although if you shoot down an honest trader, your legal status may take a turn for the worst. One minor offence moves you from Clean to Offender. If, however, you choose to trade in robot slaves or rare species, your status is upgraded to Fugitive: public enemy number one! This makes you fair game for both the police, in their nippy Viper ships, or bounty hunters, who come after you with just about anything!

WEAPONS

PULSE LASERS: Rather primitive lasers that do not damage ships easily. Many hits are needed to see off the easiest target.

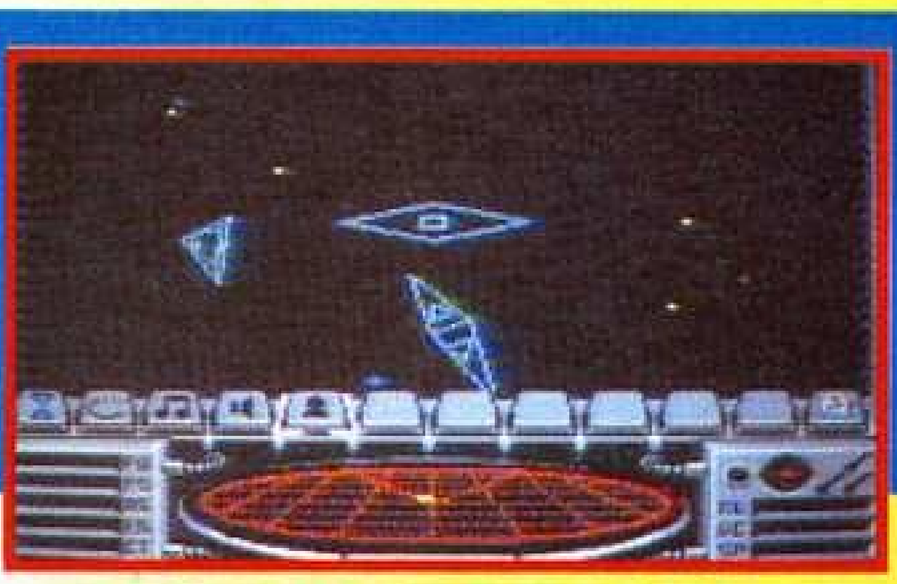
BEAM LASERS: More powerful than pulse lasers, these useful weapons also fire far more rapidly. Excellent.

MILITARY LASERS: The best lasers money can buy, but they are very expensive at 6000 credits.

MINING LASERS: These aren't really weapons. Blasting asteroids with these lasers reduces them to their component minerals which you can scoop up and sell.

MISSILES: Target up one of these babies and let rip in order to get rid of any enemy in a matter of seconds. However, advanced ships have ECM units that counter any missile threat.

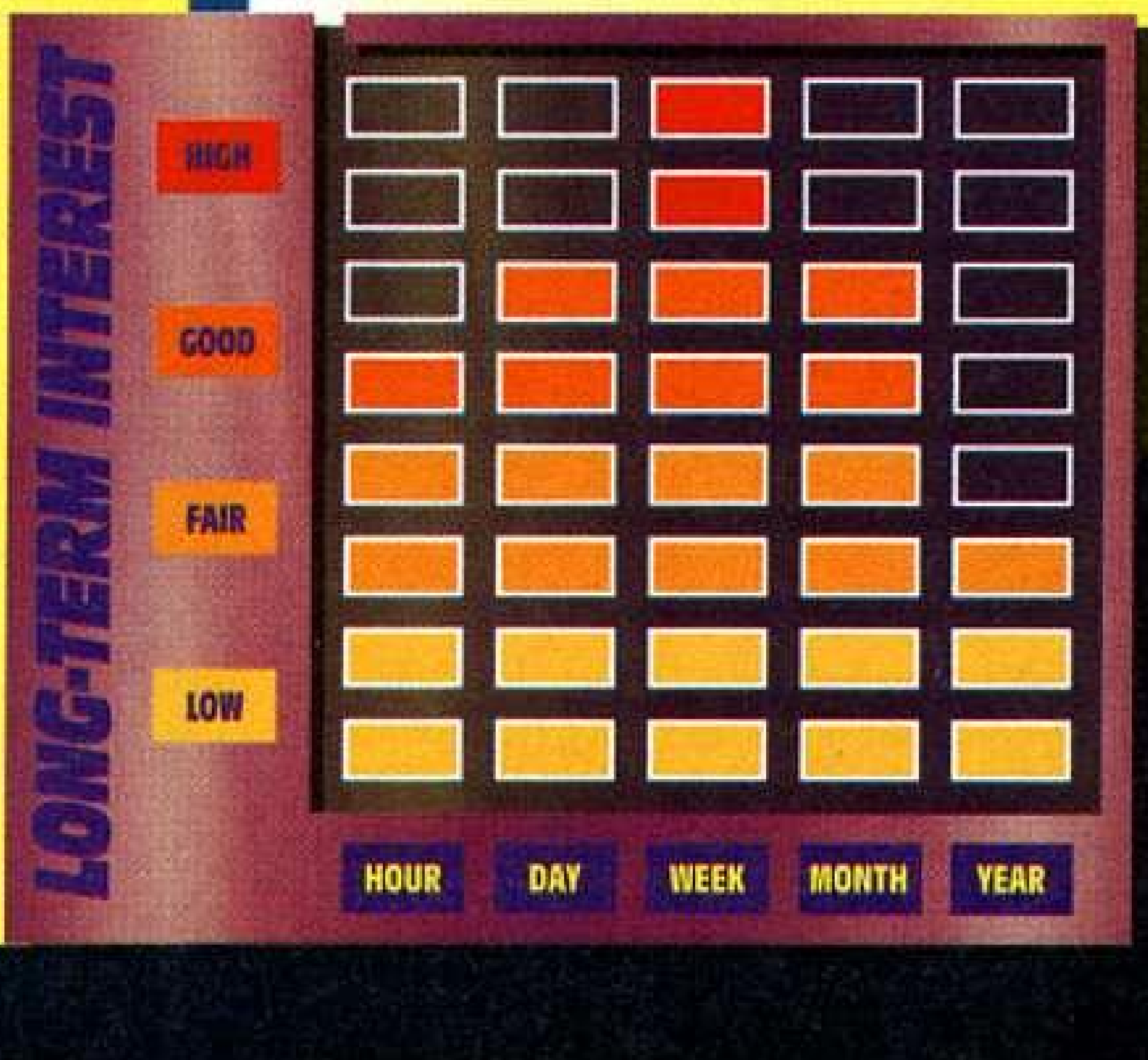
ENERGY BOMB: Quite expensive at 900 credits, these bombs are brutally effective against multiple attacks as they destroy every enemy craft on your scanner scope.



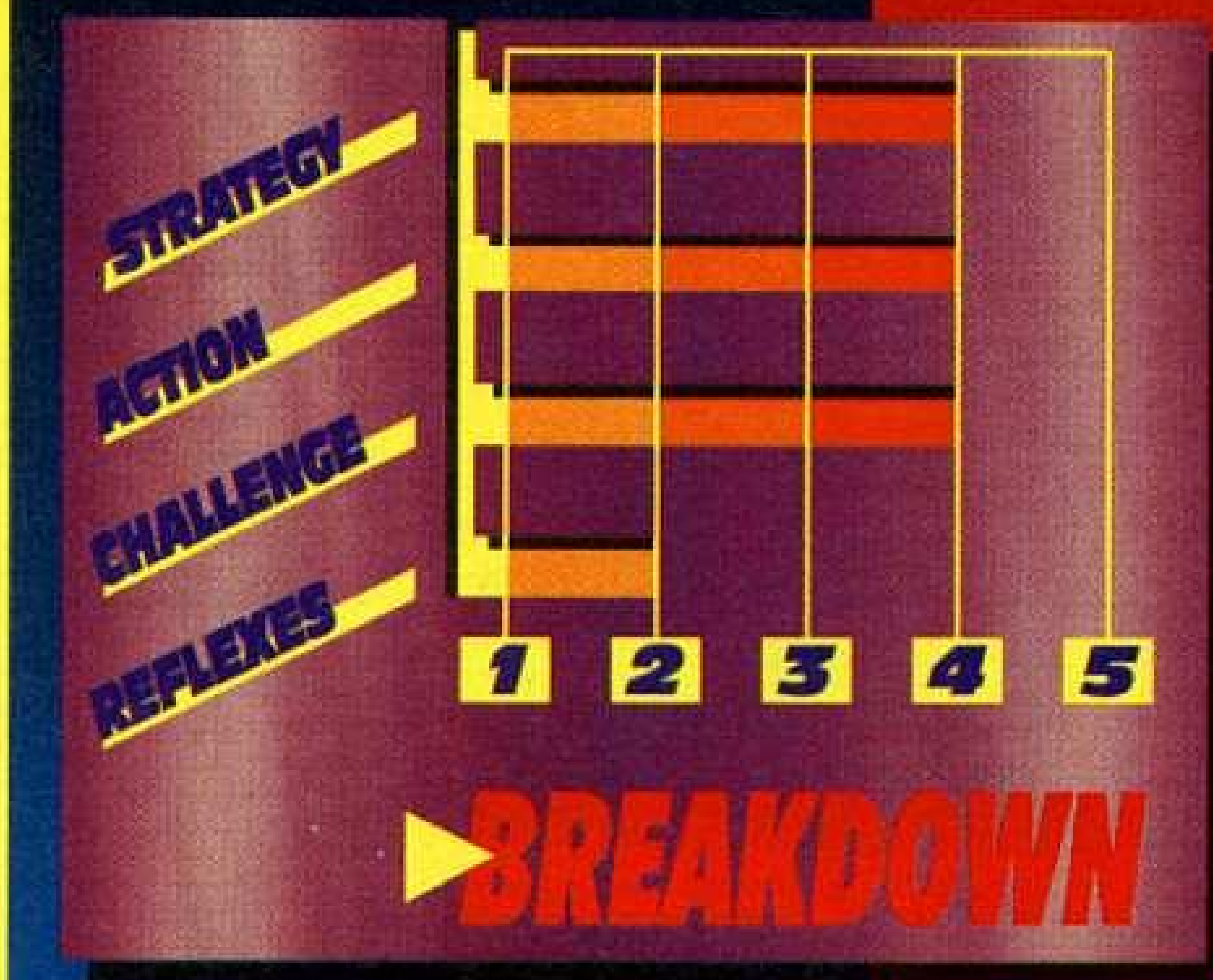
HOW HARD

The aim of the game is to shoot enough enemy craft to boost your combat rating to its highest possible status: Elite! You start the game as a Harmless space user, but the more ships you blast the higher your rating. Remember though, it takes a few thousand kills to get you to Elite! The full list of classifications is as follows:

HARMLESS
MOSTLY HARMLESS
POOR
AVERAGE
ABOVE AVERAGE
COMPETENT
DANGEROUS
DEADLY ELITE



RATINGS



PRESENTATION

▲ Superb range of options, battery back-up to store your saved positions and outstanding in-game presentation.
▼ No bad points to speak of, honest.

98

GRAPHICS

▲ The wire-frame vector graphics serve their purpose well.
▼ Lack of colour makes the game look quite drab.

83

SOUND

▲ There are plenty of decent blasting effects.
▼ The music borders on the average - you'll soon turn it off.

78

LASTABILITY

▲ Eight massive galaxies to explore with thousands of planets to visit.
▼ Some might find the going quite monotonous by the time they reach Dangerous level.

93

PLAYABILITY

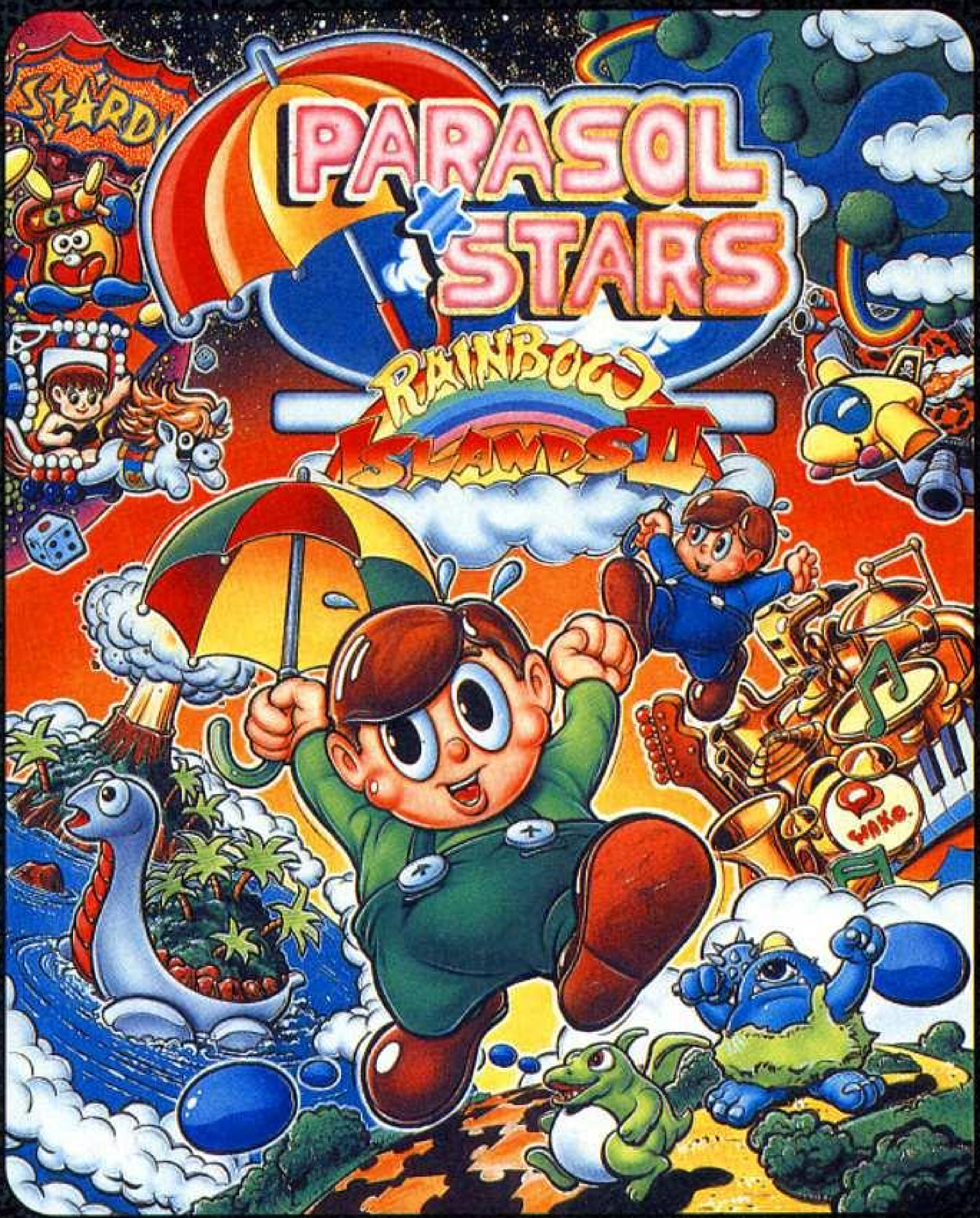
▲ A massive quest to undertake and loads to keep you occupied.
▼ Very difficult to get into initially, and some boring patches later on.

90

OVERALL

A classic computer game makes the transition to the NES perfectly! A truly original game, Elite offers months of excitement-packed gameplay.

91



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USE FOR KINDS OF ELEMENTS - FIRE, WATER, LIGHTNING AND STAR - TO OVERCOME WAVE UPON WAVE OF NASTIES BENT ON ENDING YOUR QUEST TO RID THE UNIVERSE OF THE EVIL MASTERMIND CHAOSTIKHAN!
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NINTENDO **REVIEW**

1 **PLAYER**

2 **MEG**

PLT **GAME**

BATMAN
Return of The Joker
NEW GAME
PASSWORD
©1991 SUNSOFT

PRICE:£39.99
BY: SUNSOFT

RELEASE
SEPTEMBER
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
INFINITE
SKILL LEVELS
1
RESPONSIVENESS
SUPERB
1ST DAY SCORE

ORIGIN
Follow-up to licensed game of the original Batman film, although this title lacks a box office licence.

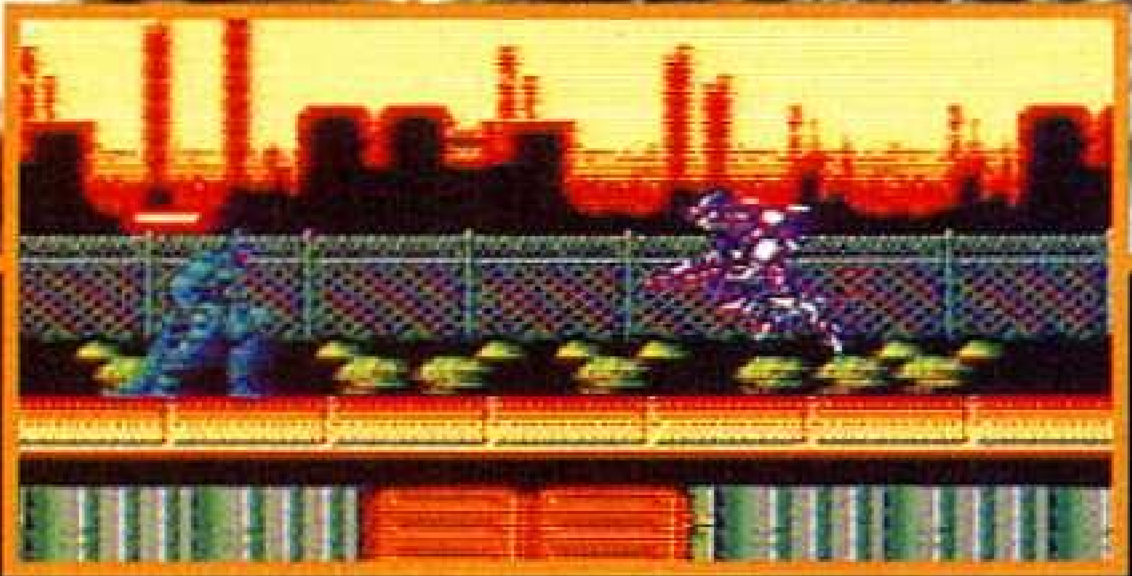
Holy return of a hitherto presumed dead arch-villain! Batman's nemesis, the Joker, has risen to terrorise the planet with an all-new assortment of vagabonds and ne'er-do-wells to help him. Luckily for the citizens of Gotham City, their home-grown bastion of heroism is on hand to save the day.

This time the Joker has abandoned the subtle machinations of his past world domination attempts in favour of all-out violence and death. Thus it falls to Batman to wheel out his heavy artillery and gallivant across the landscape towards the Joker's hideout destroying everything in his path.

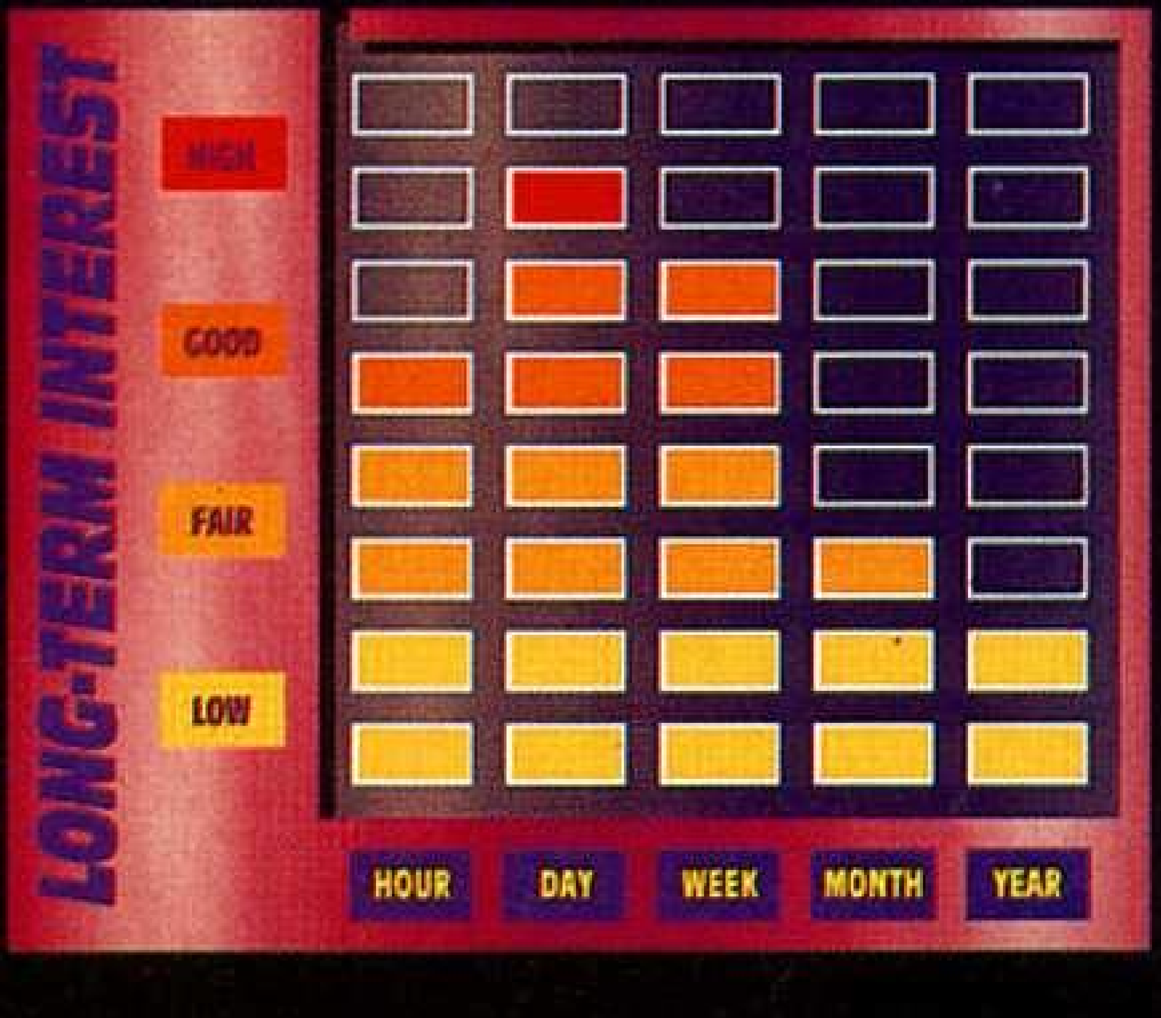
This comic writer's dream is the "plot" behind Sunsoft's sequel to their first Batman game. Eerily enough it has been released just in time to coincide with appearance of the sequel to the original Batman film (which Sunsoft had the game rights to), as well as the official Batman Returns games from Konami, obviously to give the gamer a wider choice of Batgame rather than to cash in on some free publicity.

Batman - Return of the Joker is another platform based shoot 'em up for the NES, although the emphasis is much more on the shooting on the platforming.

BATMA
RETURN OF THE

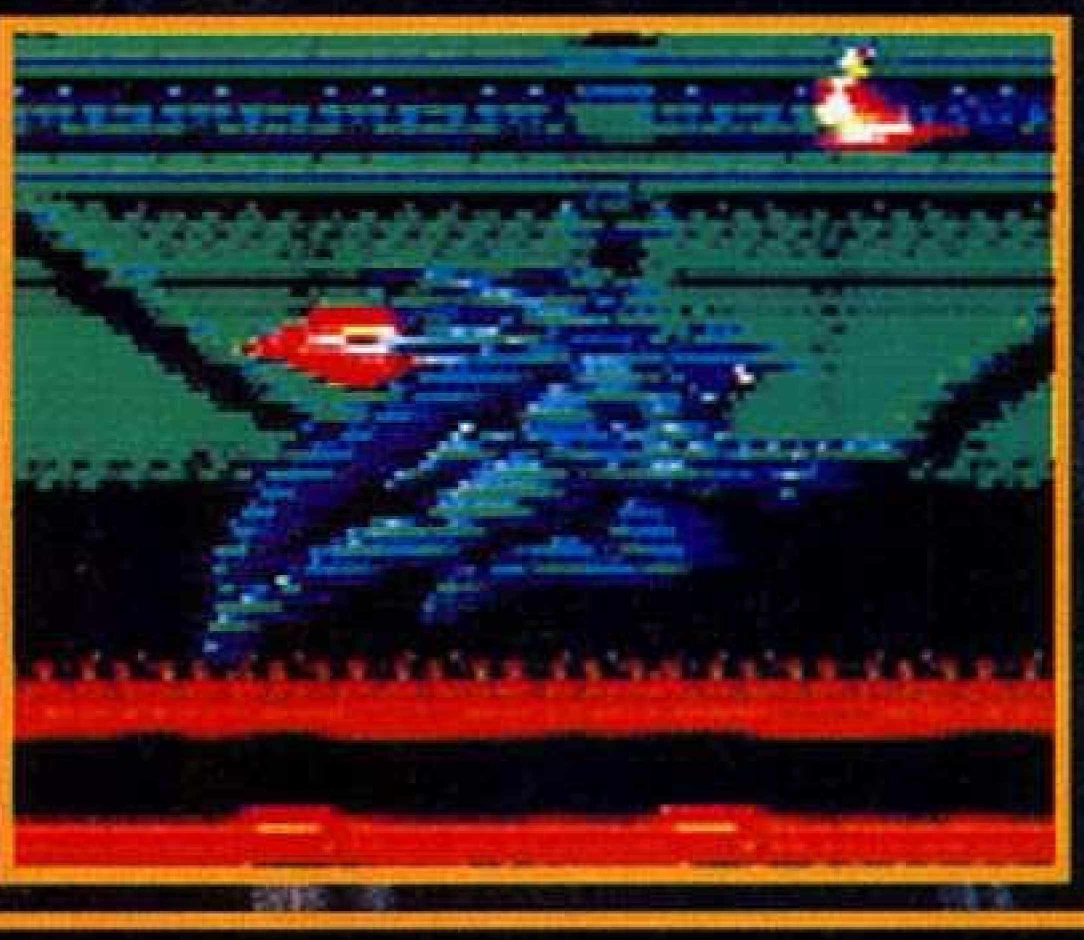


▲ Batman engages in mortal combat with another guy in a funny suit.



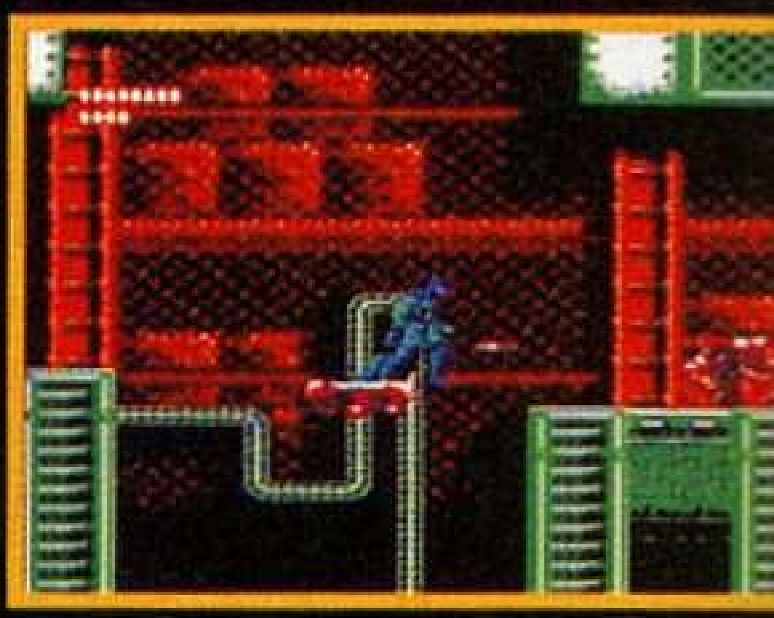
HOLY PULCITUDINOUS RUMINOSITY

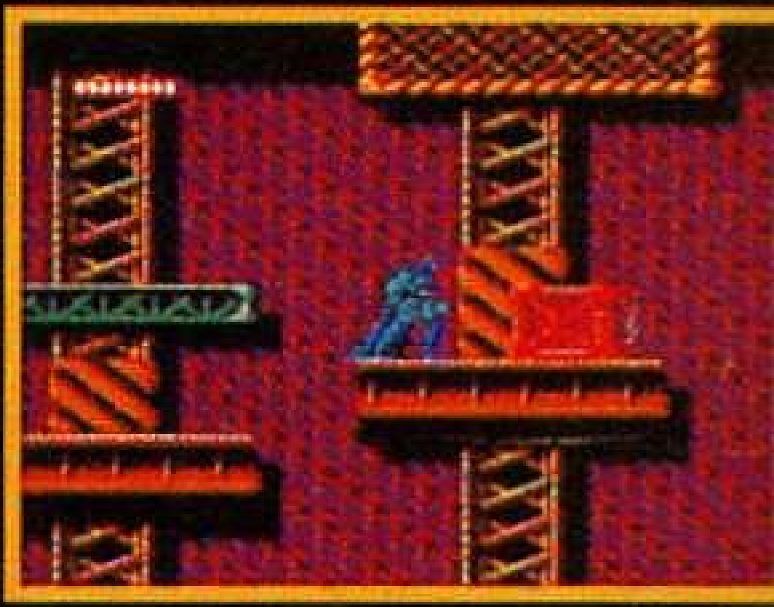
There's more to super-heroics than platforming nowadays. Indeed, Batman's Jackson-esque jetpack skills are also tested to the limit in his latest adventure. One section sees ol' pointy-ears taking to the skies in a shoot 'em up level which provides a breather from the main action. The object of this stage is simply to destroy all the enemy robot drones and sky-cyclists, whilst dodging the spike mines left in your path.



HOLY PRICELESS COLLECTION OF ETRUSCAN SNOODS

There's more to Batman's costume than a concealed shooter. It has a capability which, when fully powered up, makes him invulnerable to attack and grants him a rapid-fire super-cannon. To activate this, Batman needs to collect eight power cells, found either in the weapons crates or by shooting certain enemies. The number of cells collected is shown on an indicator bar at the top of the screen, and once it is full the suit is powered up immediately, and begins to drain the cells at a fantastic rate. The time remaining of your super-power is shown as each cell on the indicator begins to blink and disappear.





▲ These handy crates contain some great weapons. Blast them open to reveal the goods.

HOLY CONTRIBUTING TO THE DELINQUENCY OF MINORS!

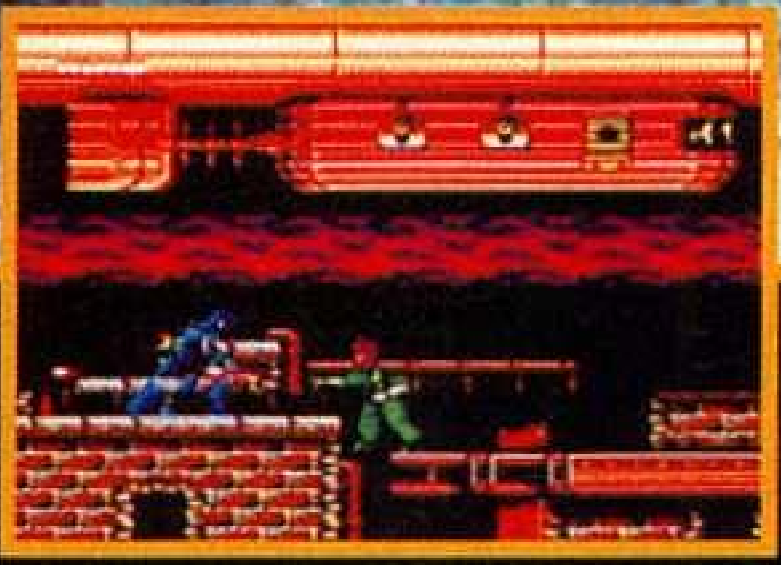
Of course, no crime-fighter would leave the house unarmed, and as Batman is the king of vigilantes, you would expect his arsenal to be particularly impressive. Batty boy starts the game with a pretty tame machine gun attachment built into his bat body armour. However, this is no ordinary machine gun, for it has built-in upgradability. This untapped potential is released with the help of the power-up-loaded crates left lying about by the enemy. When one of these crates is destroyed, an icon is released, bearing the letter code of a new weapon. If the code doesn't meet with your approval, simply shoot the icon a couple of times to change it, but be careful, as too many shots destroy the precious object. The four weapons are:

B Whilst not firing quite as quickly as the standard machine-gun, this attachment is a powerful weapon which can also home in on targets.

C A three-way split-fire machine gun. Not very powerful and has no line of fire below the horizontal, but very useful in the right places.

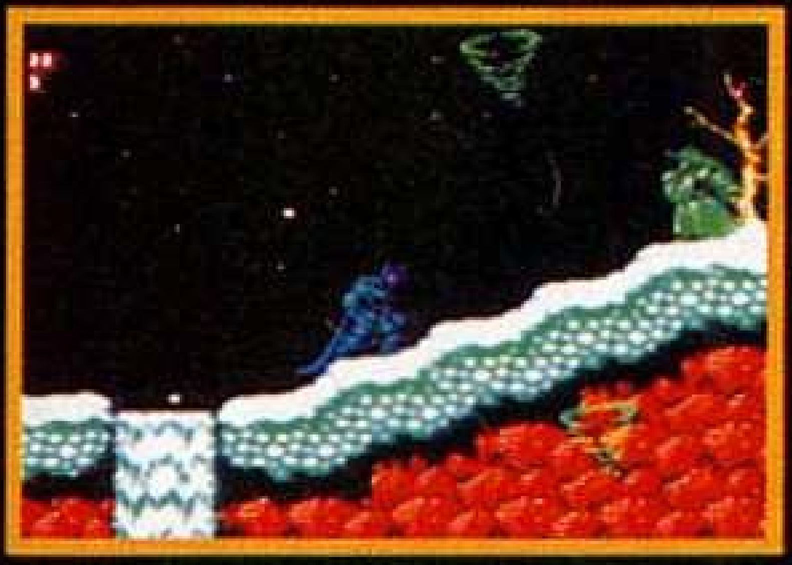
N Two chains of machine-gun fire entwine in wide arcs. Leaves large areas exposed with no cover fire, but has a suitably wide fire range.

S A highly powerful cannon which destroys most enemies and objects with one shot, but suffers due to a dismally poor fire rate.

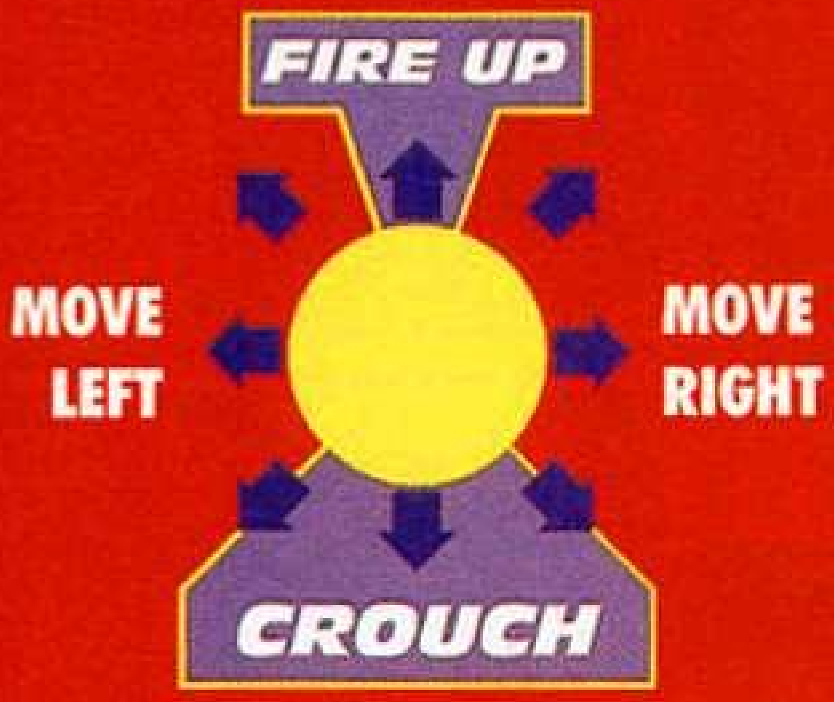


▲ Double jeopardy for Batman as he faces up to minions on the ground and cannons from above!

▼ A shot of the action from level two, as Batman does battle with tornadoes... and worse!



How To Control



A JUMP

B FIRE

S **SELECT:**NOTHING

S **START:** PAUSE

How To Play

There are seven stages in Batman ROJ, each sub-divided into four separate levels. For the most part, Batman leaps and shoots his way around platform-style, but there are exceptions - the horizontally scrolling shoot 'em up levels. There's a handy password system to see him straight through to later levels should his world-saving mission be interrupted by his mum calling him in for his tea or something.

HOLY BAT ON THE BOX

If you're a desperate Batfan who just can't get enough of your idol and have to live and breathe bats all day, you're probably pretty sad to be honest. Still, if you're looking for a Batfix and were disappointed with the dull Batman Returns movie, you could do worse than check out the Batman Returns cartoon currently being shown on BBC1. It's loosely based around the film but faster paced and less yawnsome - plus it doesn't last for about five hours and you can talk through it without getting chucked out of the cinema. If you yearn for another Batmovie, it looks like you're out of luck - director and leading Batlight Tim Burton has vowed never to have any truck with another Batflick. But then again, he said much the same thing after completing work on his first Batman movie. What's more, that doesn't mean that some other director can't take up the challenge of putting together a new Batfilm! Fingers crossed, eh Batfans?

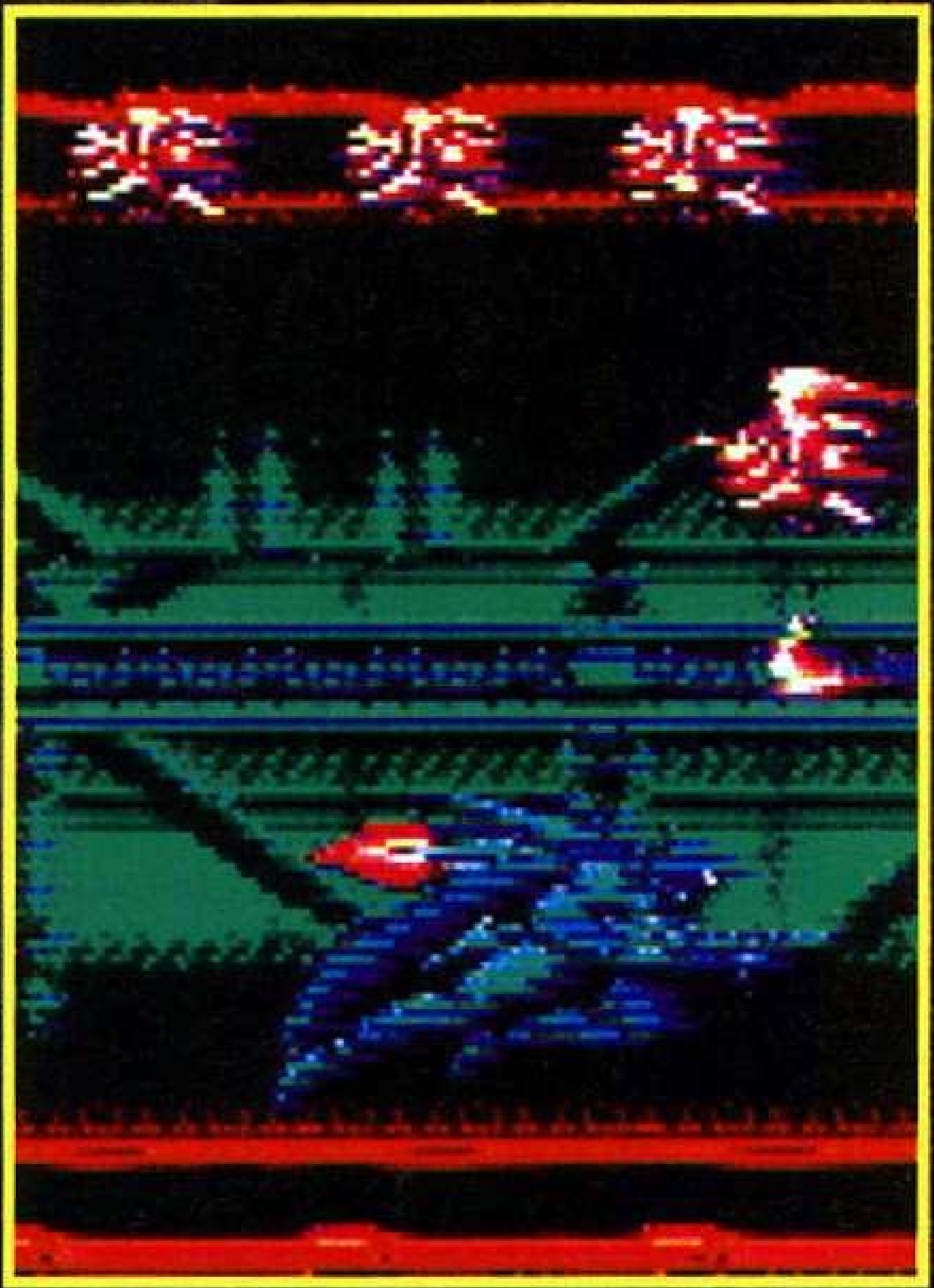
COMMENT

There is no disputing the fact that Batman II is a highly polished product. The graphics are large, clear and colourful, although the colour scheme itself is sombre and atmospheric. The music suits the mood of the game perfectly, along with some good sound effects. The design of the game subscribes to the "better do something a bit different" school of platforming, sustaining interest with non-platform levels as opposed to doing something different with the platform design itself. Yes, Batman is indeed a quality, polished, shiny, plump-cheeked, short-trousered piece of software, although there are two things going against it. For starters, it's a little too formalistic, there's no real spontaneity to it, nothing really surprising happens. Secondly, it's another platform game, the one thing the NES isn't really in desperate need of right now. Don't get me wrong, Batman is an enjoyable game, but there are so many equally enjoyable games of this type, and chances are you already own one, that there's no real reason to buy it.

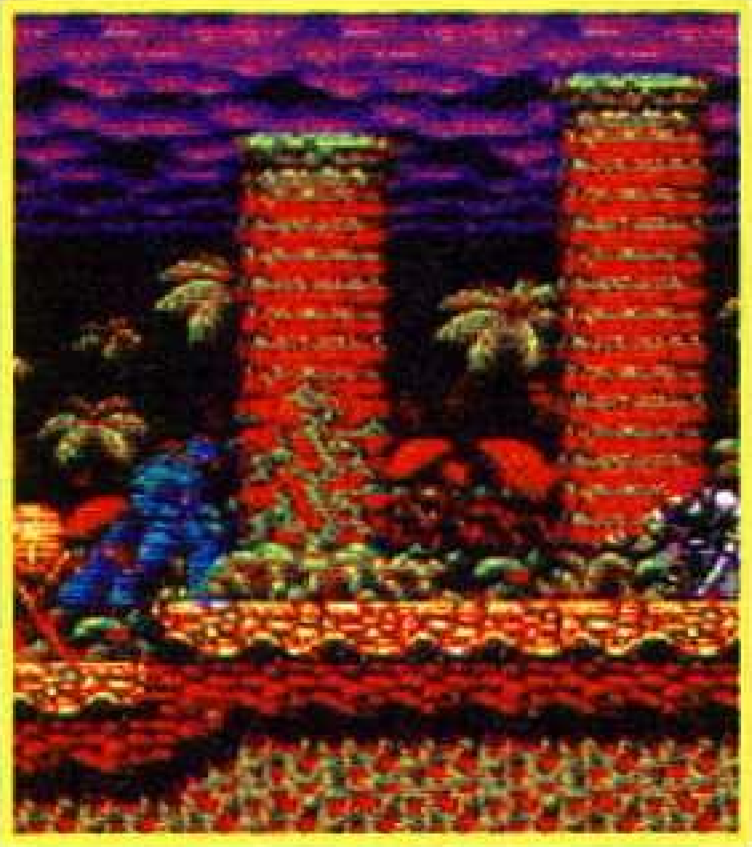
HOLY FASTEST DRAW IN THE WEST!

There are times when speed is of the essence and Batters has to hurry to make his appointment with doom. For instance, the second levels sees the Dark Knight chasing a Zeppelin across the rooftops of Gotham. Not only does he need to dodge the shots fired at him from the airship, but also combat the Joker's henchmen who are lying in wait as well as trying not to fall to his death. The level scrolls relentlessly on and should Batman fall too far behind or become trapped at the far left of the screen he loses a life. Another example of these frenetically active stages is a later one in which Batman is fighting his way along the top of a goods train in true Wild West style, pursued once more by the evil slaves of evil, themselves almost as evil as the evil Joker they so evilly support.

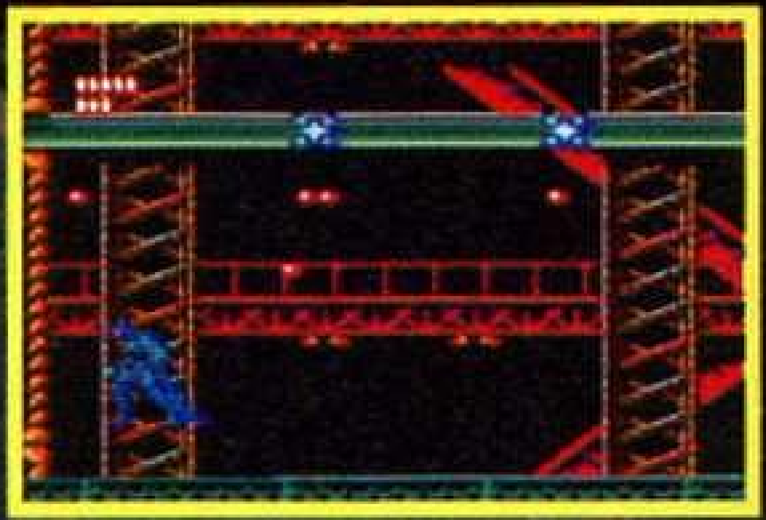
▼ The flying stage of Batman: Return of the Joker. Batman wears a jetpack and travels through a long tunnel, blasting meanies and avoiding missiles.



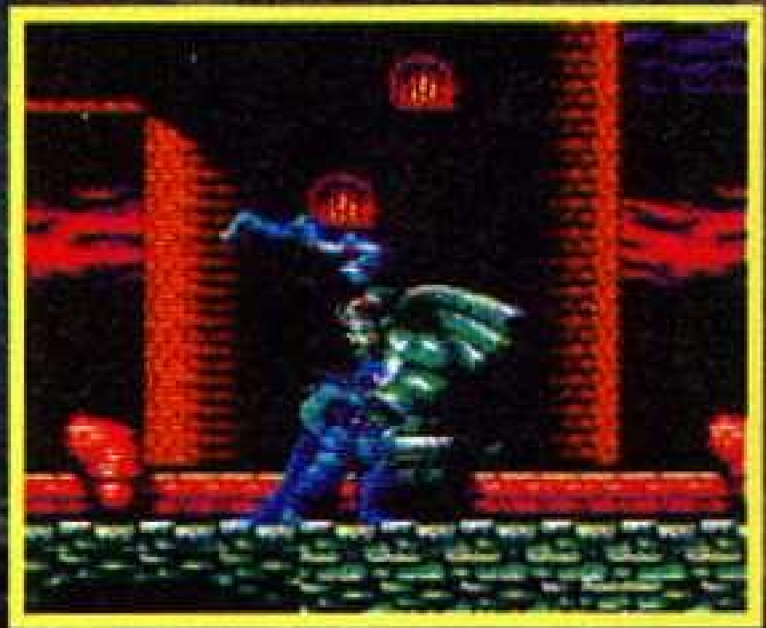
▲ A fine cameo of the Dark Knight in action, taken from the game's demo sequence.



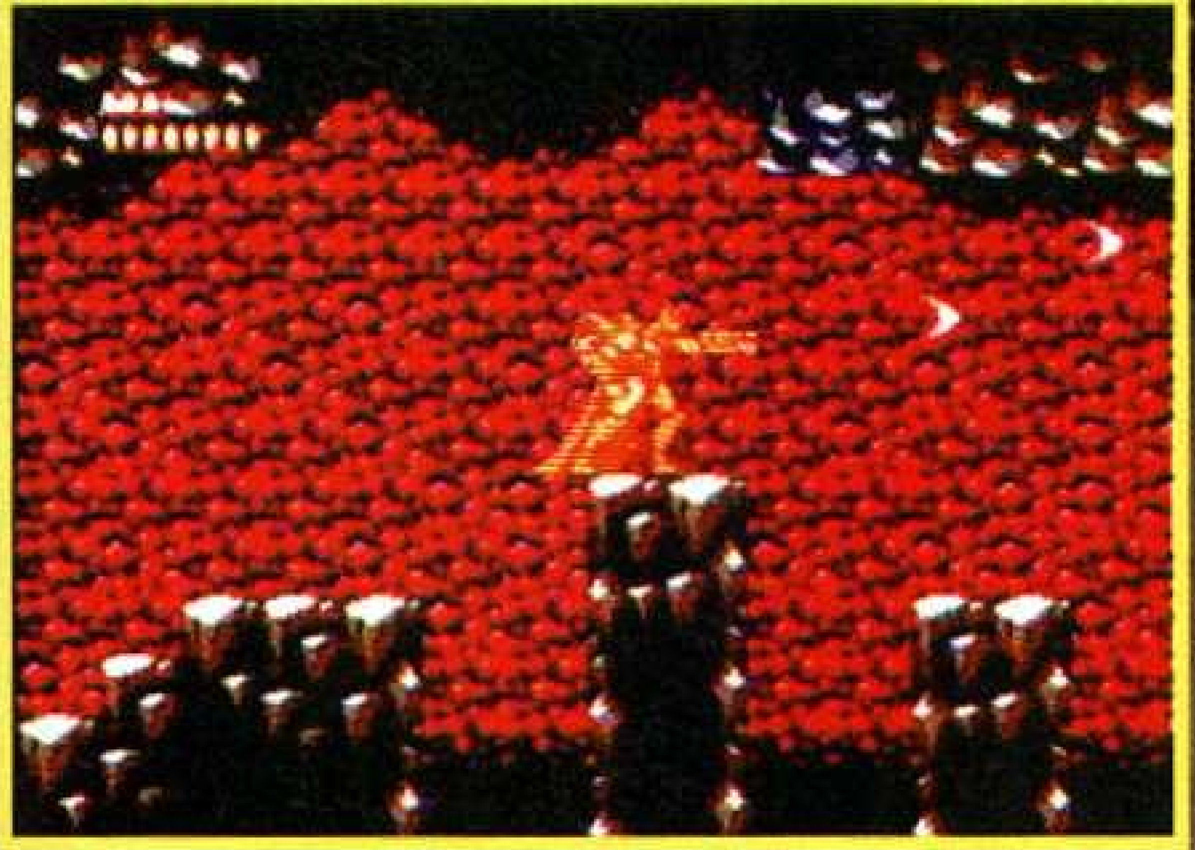
▲ Here's an all-out action shot from the penultimate level - stage seven. This is the jungle level, packed with meanies like that kneeling robot! Cor!



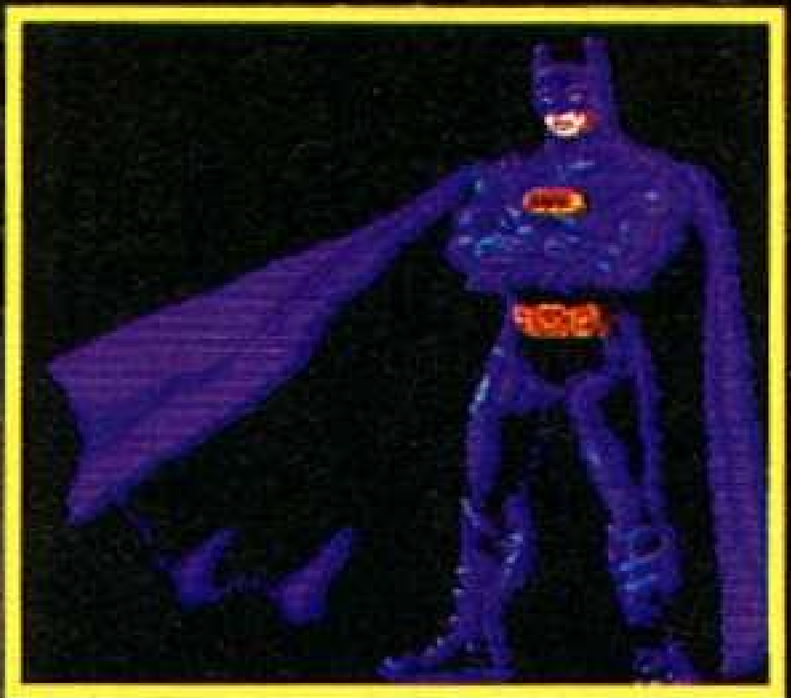
▲ Take the lift to progress, but keep watch out for those drones.



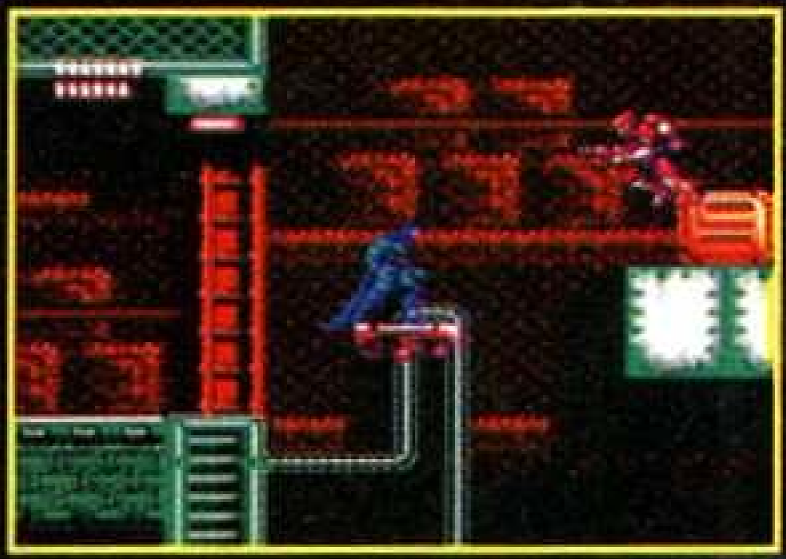
▲ Laser-spitting gargoyles cause the Dark Knight many problems during the course of level one.



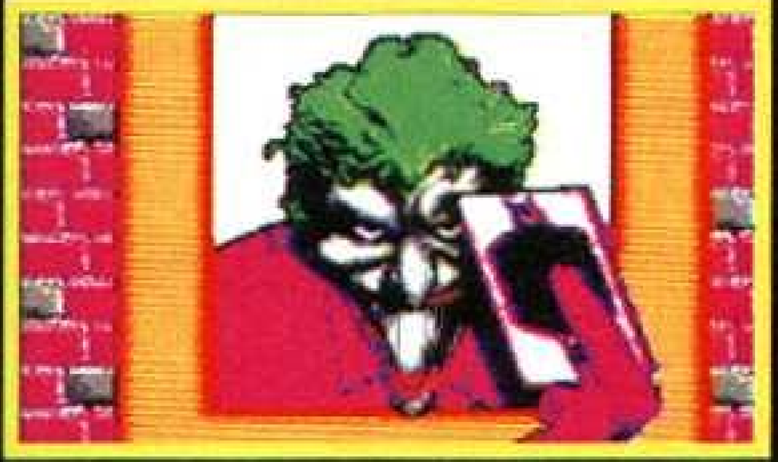
▲ Batman's fully powered-up now, his suit throbbing with awesome power! Make the most of it before the power drains away.



▲ Batman poses like the hard man that he is at the end of the level. Perhaps he should lay off the smugness until the end of level eight!



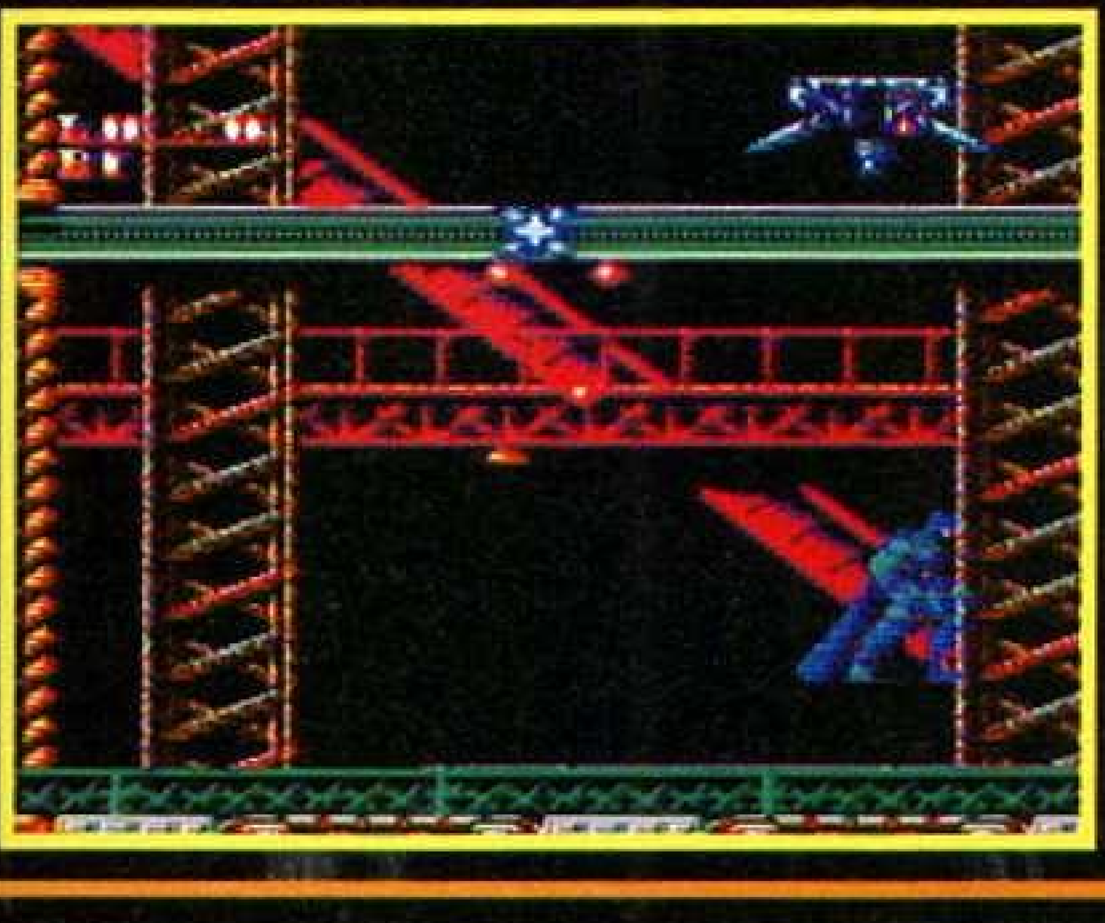
▲ Batman takes a breather before engaging in combat with one of the Joker's minions.



▲ The Joker even makes his insane presence known on the password screen!

HOLY DEVILS FOOD CAKE!

Platforming takes a back seat once again in some of the later levels. These see Batso riding a huge lift whilst facing attack from all quarters. Perhaps most dangerous of all on these sections are the rail guns. These cannons are impervious to your attacks, and trundle about overhead on complex rail networks. The object of these sections is to survive the ride to the top by simultaneously dodging the fire from the cannons and fighting off any further threats (of which there are plenty).

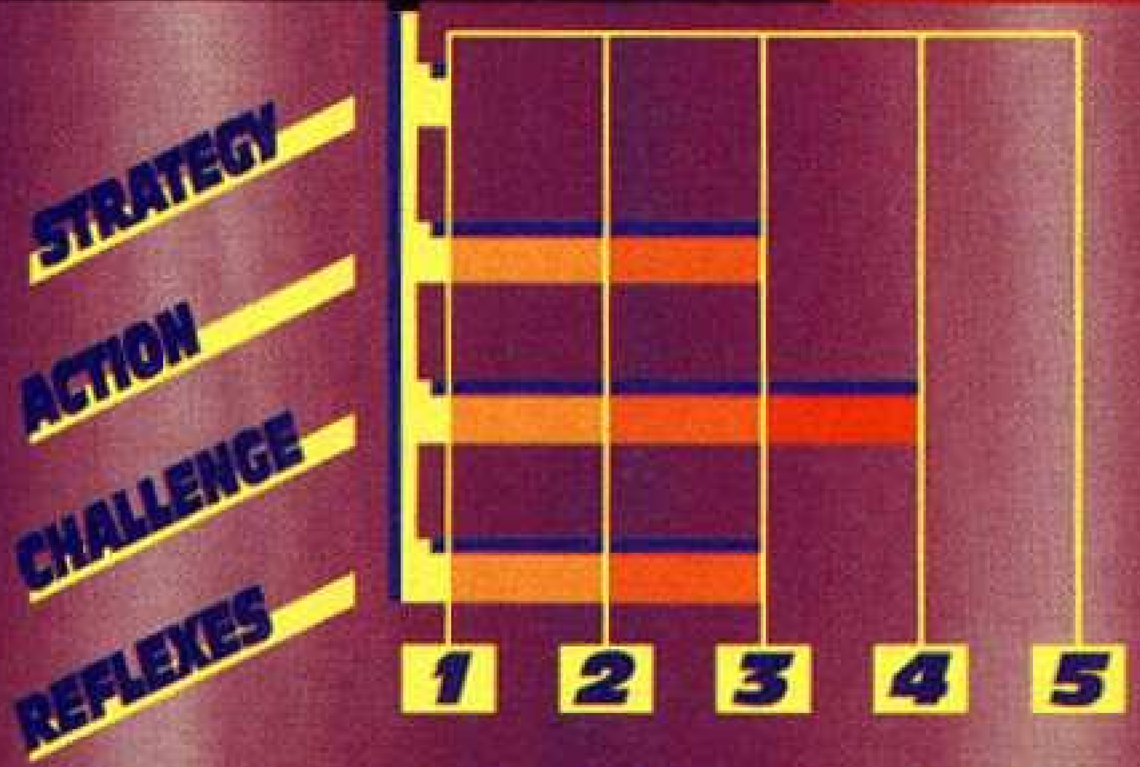


COMMENT

JAZ

Sporting some brilliant sprites and backdrops, Batman ROJ is a stunning-looking game. The sound is also excellent, with atmospheric tunes and meaty effects. Gameplay? Well, this is where we come to the crunch. What the game lacks is originality. All its levels and features have been seen and done before. Consequently, if you're an experienced platformer, you'll breeze through this with ease, because you can virtually predict what's coming up next! If you're a beginner who hasn't played a lot of platform games before, you'll find it challenging and addictive. So if you're a new Nintendo owner, check it out. If not, look elsewhere for a challenge.

RATINGS



▶BREAKDOWN

PRESENTATION

80

▲ Great between level screens and groovy in-game presentation.

▼ No options and a dull title screen.

GRAPHICS

90

▲ Large sprites, atmospheric colours, some detailed backgrounds and pretty good animation.

▼ There's some pretty bad flicker.

SOUND

85

▲ Tunes enhance the atmosphere well. The effects are of a good standard.

▼ Not much aural variety.

LASTABILITY

71

▲ Seven lengthy levels, each divided into four sub-sections, which get progressively harder.

▼ Anyone with any experience should be able to second-guess most of the hazards.

PLAYABILITY

87

▲ Slick and well-programmed. The collision detection, handling and response are faultless.

▼ Utterly devoid of originality.

OVERALL

A good game which, although slick and playable, achieves nothing new and so renders itself immediately obsolete.

78

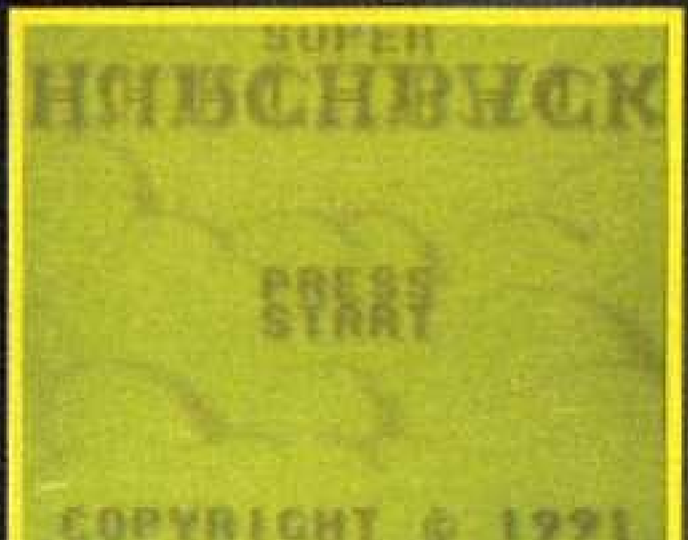
REVIEW

GAMEBOY

1 PLAYER

1 MEG

PLT GAME



PRICE: £24.99
BY: OCEAN

RELEASE
OCTOBER

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
NONE

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
7,550

ORIGIN
The original Hunchback coin-op was first released in 1982 and was a very basic flick screen platform game. This new version is more like a traditional console platform adventure game, with a huge scrolling landscape to battle through.

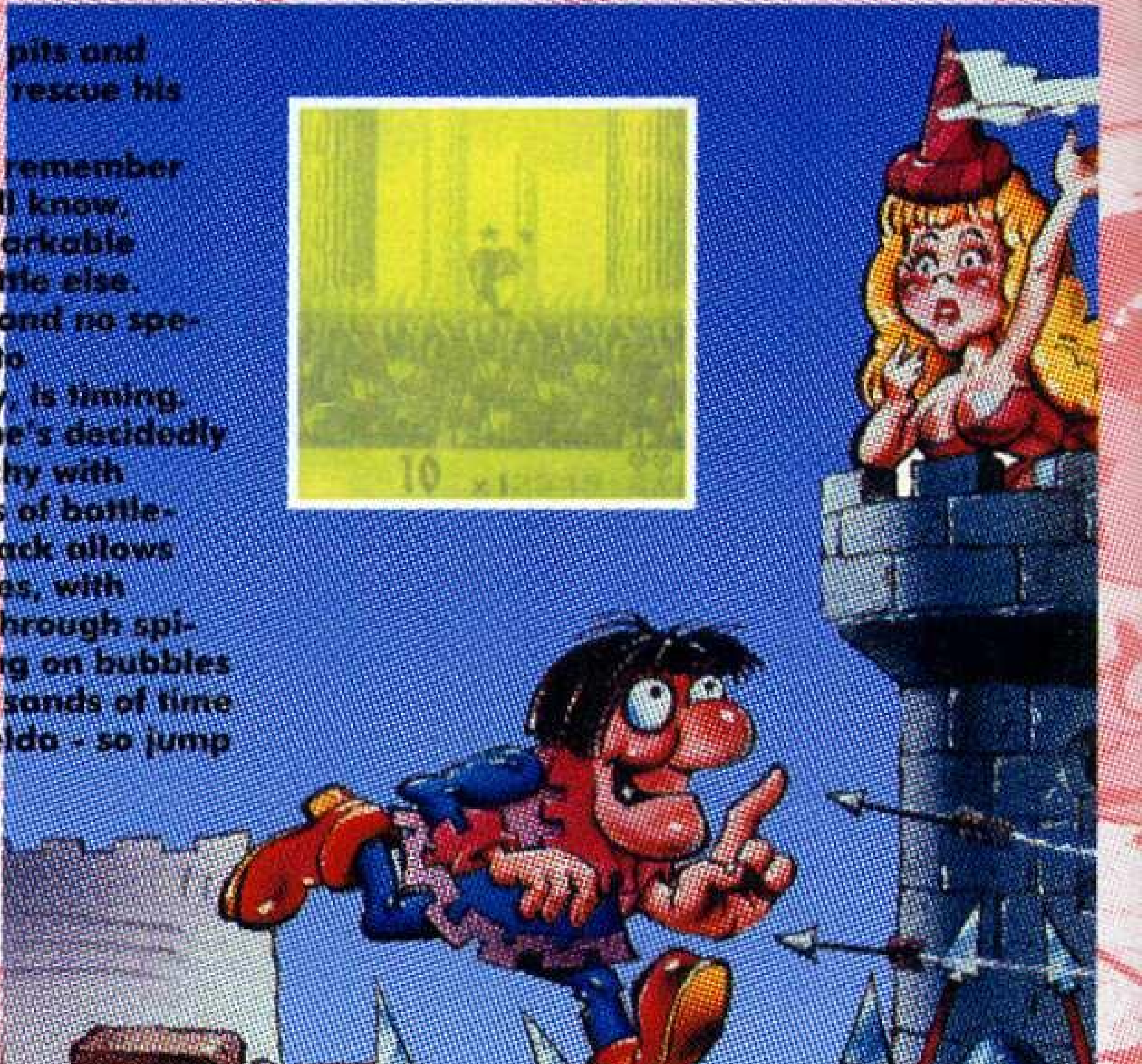
SUPER
HUNCHBACK
Starring Quasimodo

Dim-witted bell basher Quasimodo makes his Game Boy debut in this considerably souped-up remake of the classic coin-gobbler, Hunchback. The evil Halfenpounder has kidnapped the love of Quasi's life, the dreamy Esmerelda. No-one in their right mind would ever consider venturing into Halfenpounder's fiercely defended and trap-laden castle, so our humpy hero must mount his rescue mission alone.

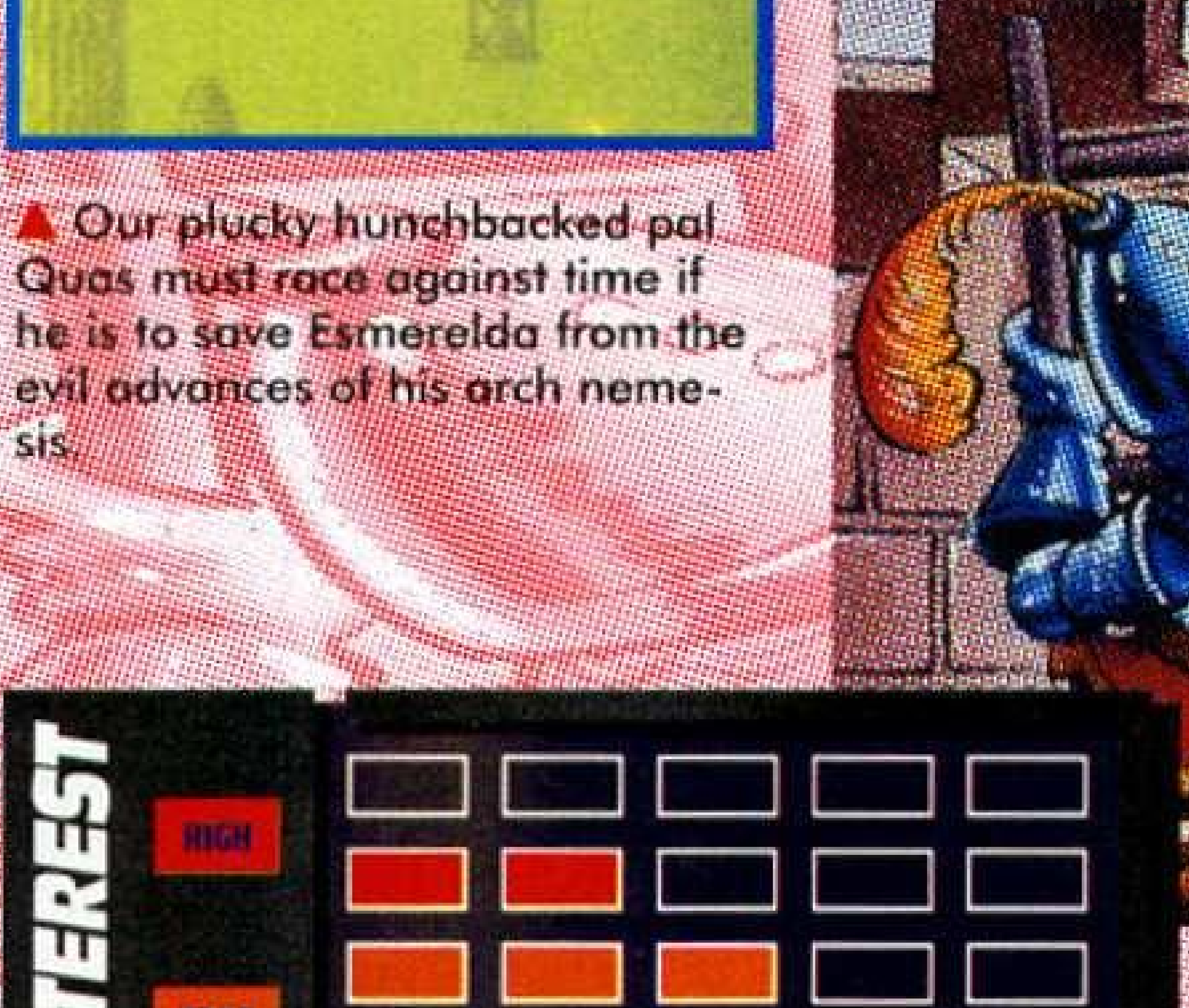
From the dark forests, through the outer battlements, into the heart of the castle and then up to the giddy heights of the uppermost belfry, our hero must dodge logs, cannonballs, arrows and bubbles, avoid spiky pits and scorching fireballs in his quest to rescue his shortsighted poppet.

As any crusties old enough to remember the original Hunchback game will know, Quasimodo is endowed with remarkable leaping abilities although very little else. There's no shooting, no ducking and no special martial arts moves. The key to Hunchback's success, like comedy, is timing.

Distinct from the original game's decidedly lateral feel that challenged Hunchy with increasingly busy yet flat sections of battlement to complete, Super Hunchback allows multi-directional exploratory japes, with Quasi climbing trees, travelling through spirally warps to bonus stages, riding on bubbles and so on. And all the while, the sands of time are ticking away for poor Esmerelda - so jump



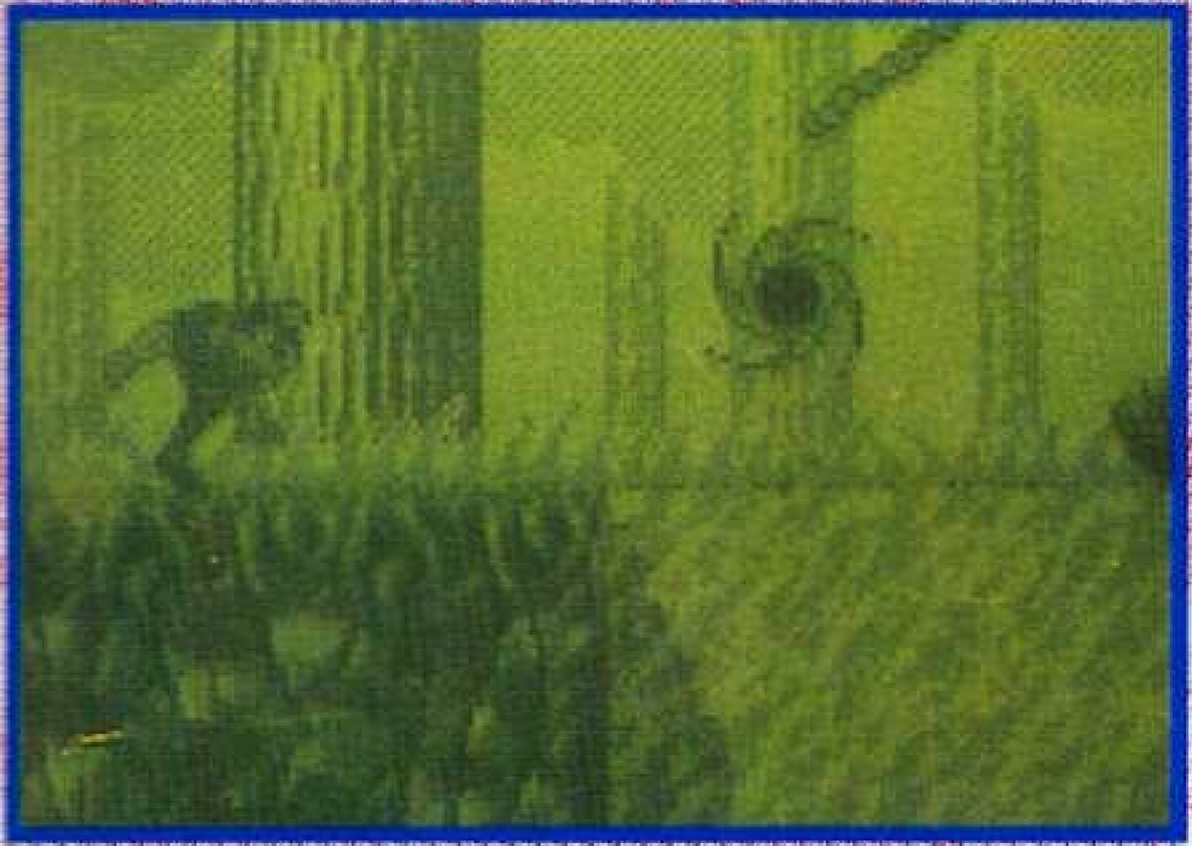
▲ Our plucky hunchbacked pal Quas must race against time if he is to save Esmerelda from the evil advances of his arch nemesis.



▲ The castle battlements hold many terrible dangers which Quasi must overcome.

RIDE 'EM

Players unusually endowed in the bravery department may choose to turn dangerous hazards to their advantage. Through careful pad-stabbing and split-second timing, Quas hitches lifts on cannonballs to further reaches of Haltenpounder's Castle.

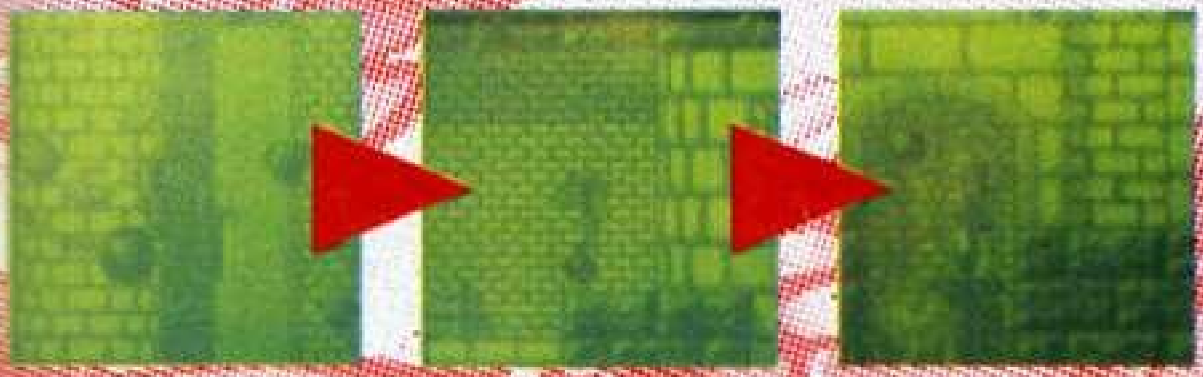


▲ Quas has remarkable agility for a hideously deformed creature of super size and strength.

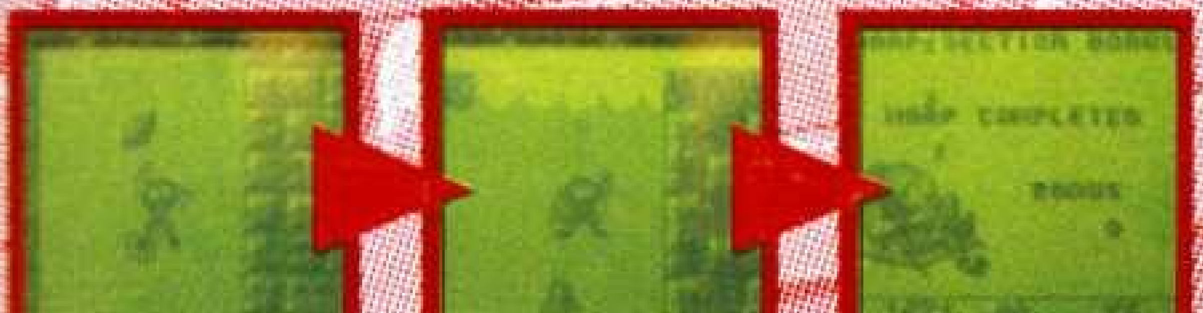
TOTALLY WARPED

Skill Warps are available for players wishing to boost their scores beyond that yielded by time bonuses and fruits. The skill warps appear as swirling whirlpools on collection of the appropriate number of bells. Only by achieving a perfect score on each bonus stage can Quasi scoop the prize 1-up and qualify for the next one.

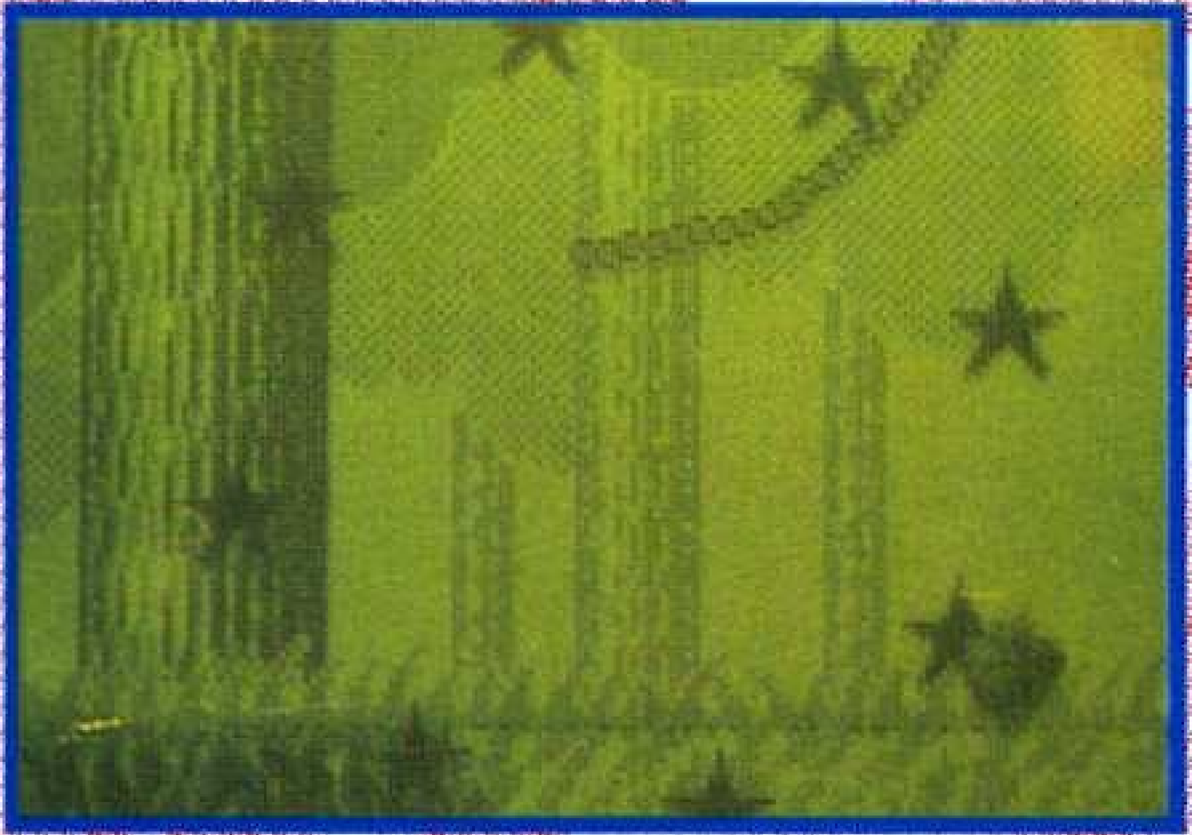
SKILL WARP 1: ***Bouncy Steps:*** Leap from the left to the right edge of the bonus stage, bouncing high enough to collect bonus fruit in between each platform. Just to make life harder, each platform collapses a second after Quasi lands on it. Doh!



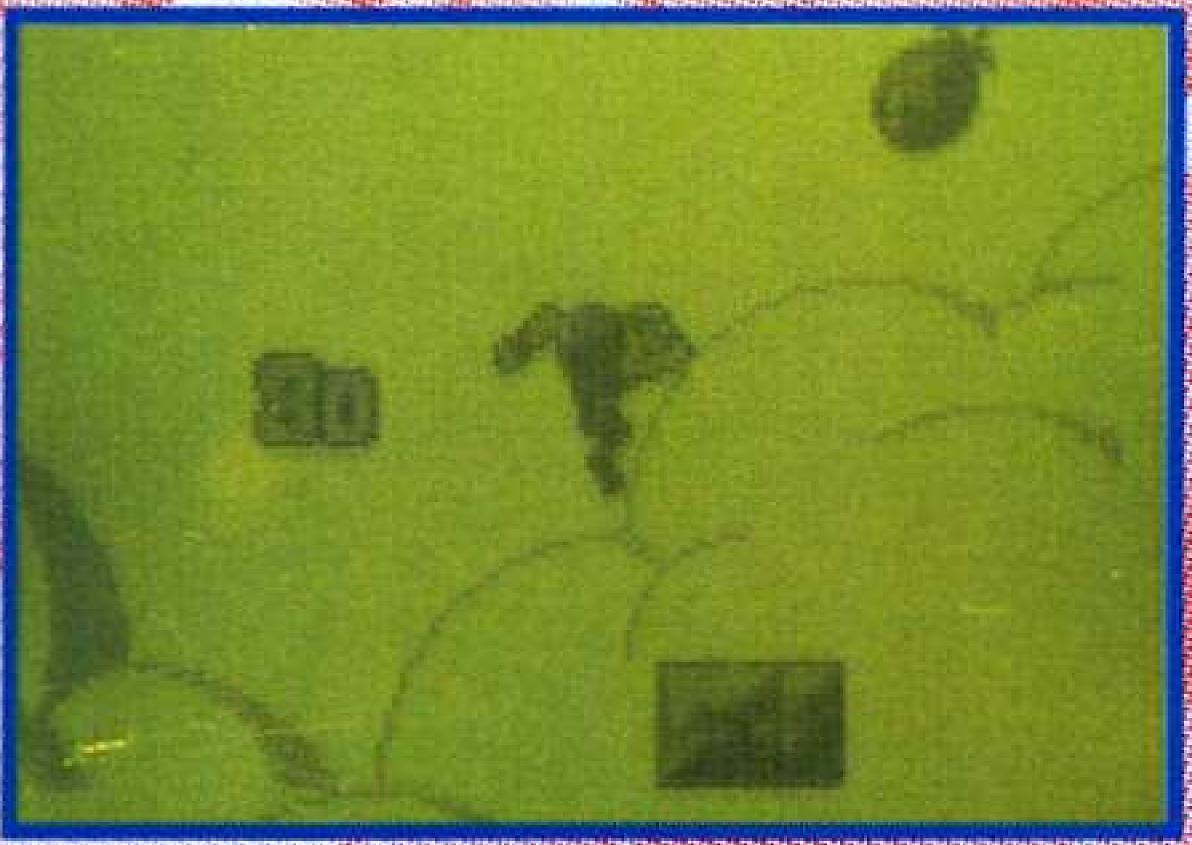
SKILL WARP 2: ***Swim!:*** Swim up the narrow passage, collecting fruit on the way. The trick is to work your way over to the right edge so your leap out of the water will land you on the warp back into the game before the time runs out.



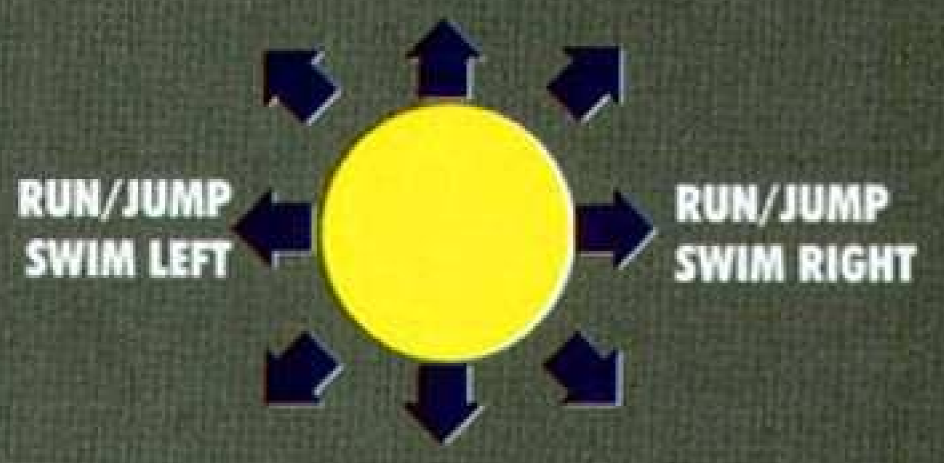
SKILL WARP 3: ***Under the Castle:*** Quasi must ride along an underground canal on floating logs but -urk!- the swinging balls on chains knock him off unless he's careful! Falling in the water once is okay, but the powerful current pulls even the strongest swimmers down.



▲ Old Quasi faces an uphill struggle here.



How To Control



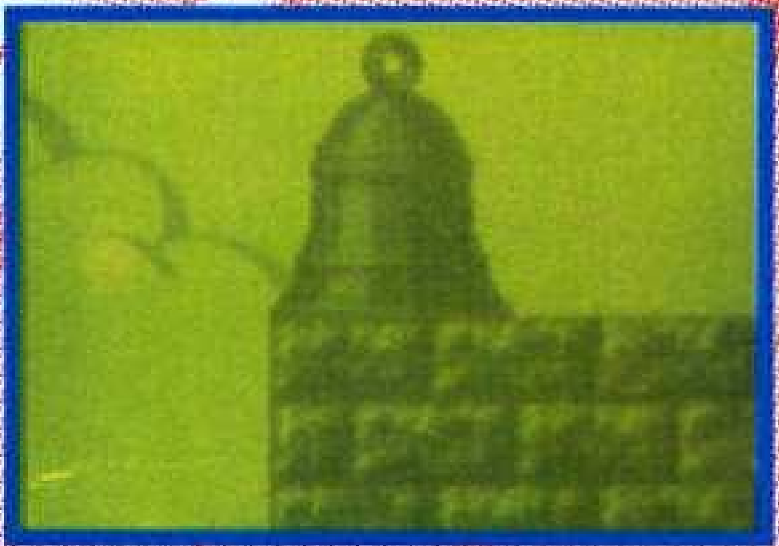
A **A BUTTON:** Jump/Swim

B **B BUTTON:** Rotates mirrors on final level

S **SELECT BUTTON:** Nothing

S **START BUTTON:** Pause

How To Play Guide Quasi through the castle, dodging logs, cannonballs, arrows and fireballs. Collect bells to access bonus stages. Successful completion of bonus stages earns an extra life. Also collect E,X,T,R,A, letters for a bonus life. If time (represented by a burning fuse) runs out, Quasi loses a life.



COMMENT

GUS

For gamers ancient enough to remember the original, Super Hunchback provides many hours of wistful nostalgia. And for those new to Quasi's exploits, it offers bags of easy-to-get-into-tricky-to-master fun. Players used to stacks of options, power-ups and other wackiness may well find Hunchback's rather basic set of features a little disappointing. The beauty of the game is that the player must rely on his basic skills of co-ordination and timing, rather than a bunch of super abilities. It could be argued that a little more work could have gone into jazzing up the game, with maybe a continue or at least a password system preventing the player slogging through previously conquered sections over and over again. That said, Super Hunchback is hardly the toughest game in the world, and such inclusions may have crippled its long term appeal. Guiding Quasi through even the trickiest stages is a pleasure, with the bells a whistles such as our hero whistling a tune or playing with his yoyo when bored and standing swaying with stars circling his head when stunned adding bags of smiles to a thoroughly amusing game. But the most impressive aspect of all is that all the new features and general tarting up hasn't harmed the pure fun factor of the original game one jot. Hooray!

FRUIT!

A fascinating diversion from Quasi's bell-orientated quest is his collection of tasty fruits. Not only do these sweet items from nature's pantry replenish the natural sugars that any body, hump-backed or otherwise, needs, but but provide invaluable points. So, here are those fruits in full:

CHERRY: 10pts - Common and irritatingly stone-laden picking fruit.

STRAWBERRY: 20pts - Popular though pricey punnet-filler. Often unpleasantly sharp if under-ripe.

LEMON: 30pts - Zingy fruit with unusual pointy ends. Rarely eaten alone.

ORANGE: 40pts - Half-time favourite with soccer teams the world over.

APPLE: 50pts - Ideal handy healthy snack, apart from French Golden Delicious which are tastless muck.

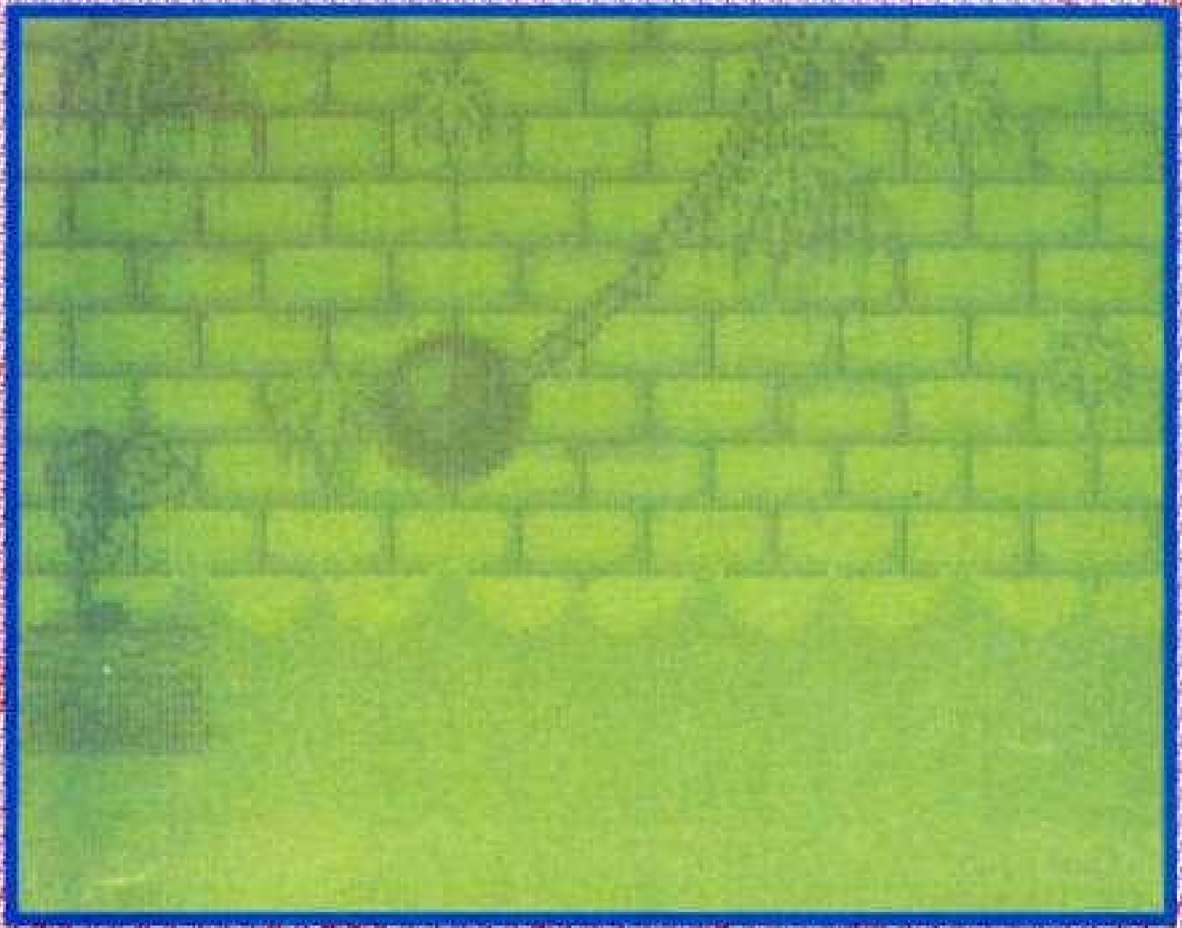
BANANA: 60pts - Hilariously shaped cereal-topper.

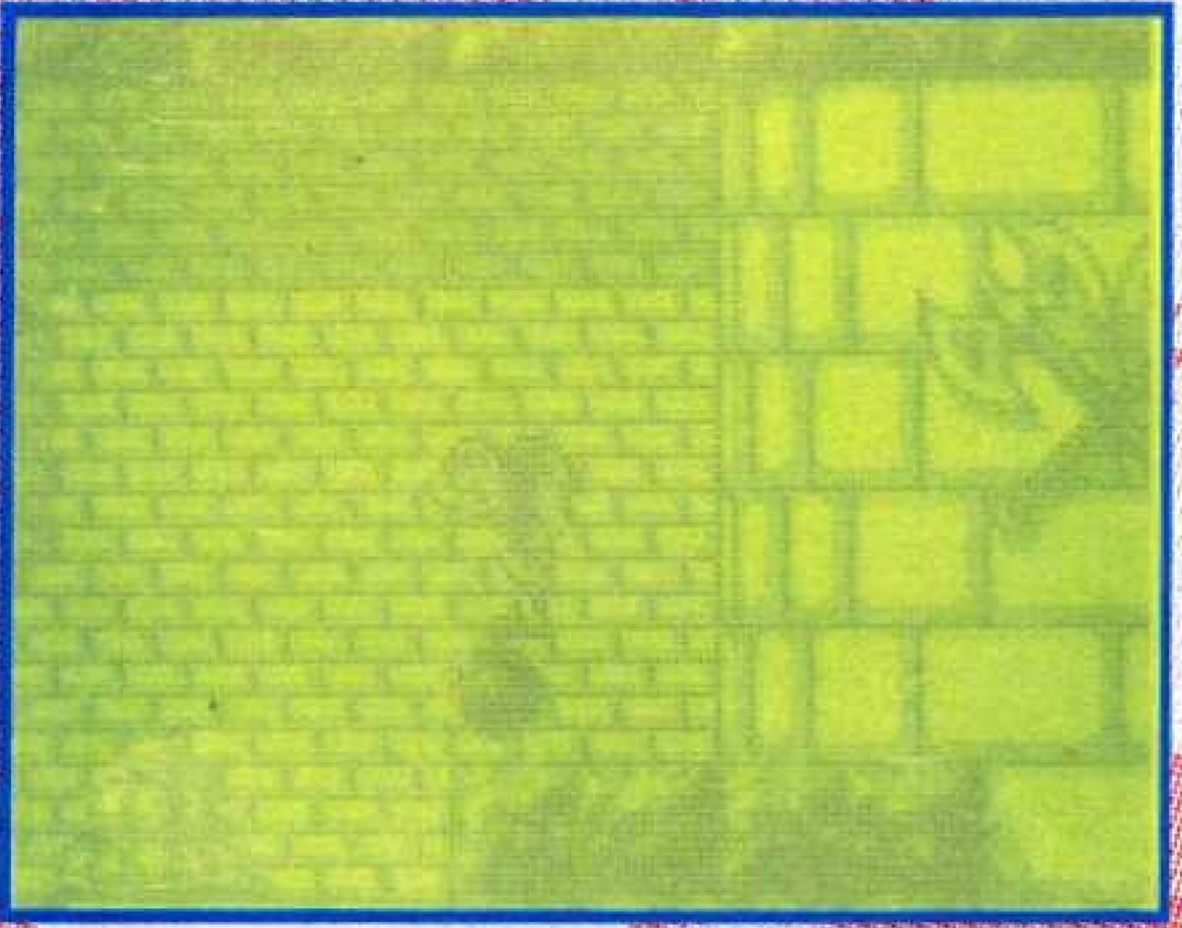
GRAPES: 70pts - Perennial hospital ward favourite.

MELON: 80pts - Juicy and reasonably rare. Seeded yet refreshing.

PINEAPPLE: 90pts - Only available in the highest treetops, this prized tropical item is indeed a sweet treat.

DIAMOND: 100pts - A very rare fruit indeed. None too tasty and very sharp.





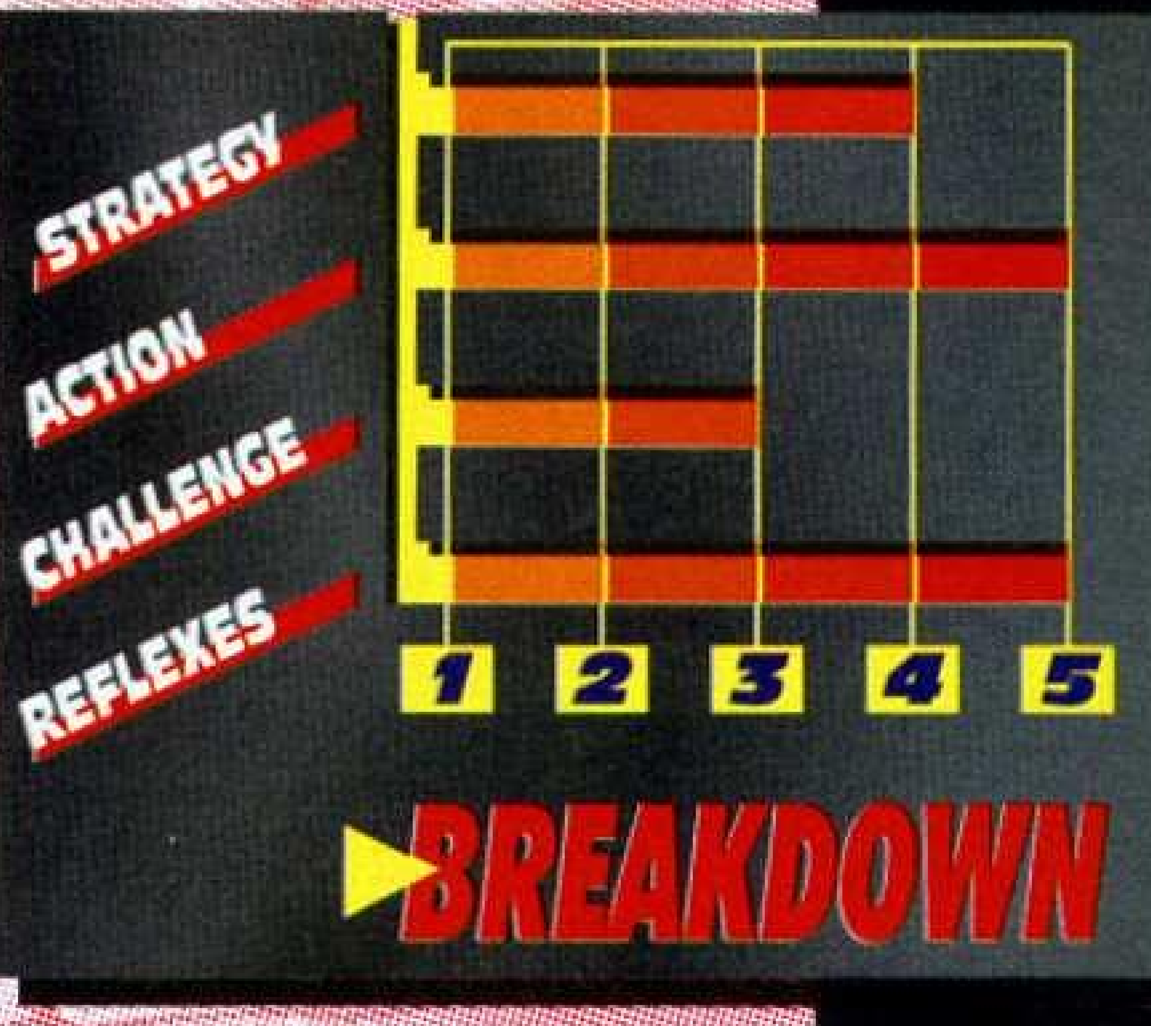
▲ Hunch related fun and frolics abound in this platform/time limit game combination.

COMMENT

JAZ

Quasimodo has certainly come a long way since his single screen-by-screen arcade days, and Super Hunchback isn't so much a souped-up conversion of the original coin-op, but a completely new game in its own right. Platform fans will undoubtedly enjoy discovering Super Hunchbacks' oodles of secret bonuses and warps, and the levels are big and tough enough to keep you busy for quite some time, especially since there isn't a password or continue feature. The graphics and sound are both jolly, but it's the gameplay that makes this one that Game Boy platform fans should relish.

RATINGS



PRESENTATION

▲ Quite a laugh. Excellent blend of tunes and visuals, dead easy to get started.
▼ Not many options and nothing that you haven't seen before.

79

GRAPHICS

▲ Clean, crisp and funny. Excellent animations for Quasi himself.
▼ Sometimes a little too complex for the Game Boy's small screen

84

SOUND

▲ Splendid tunes capture perfectly the feel of the game.
▼ "Putting on the Ritz" isn't to everyone's taste.

81

LASTABILITY

▲ Nine sufficiently different levels to explore, plenty of bonus rooms to find.

▼ Not particularly tough.

78

PLAYABILITY

▲ Simple yet effective control method.
▼ Lots of going back over the same ground owing to the lack of a password system or continue.

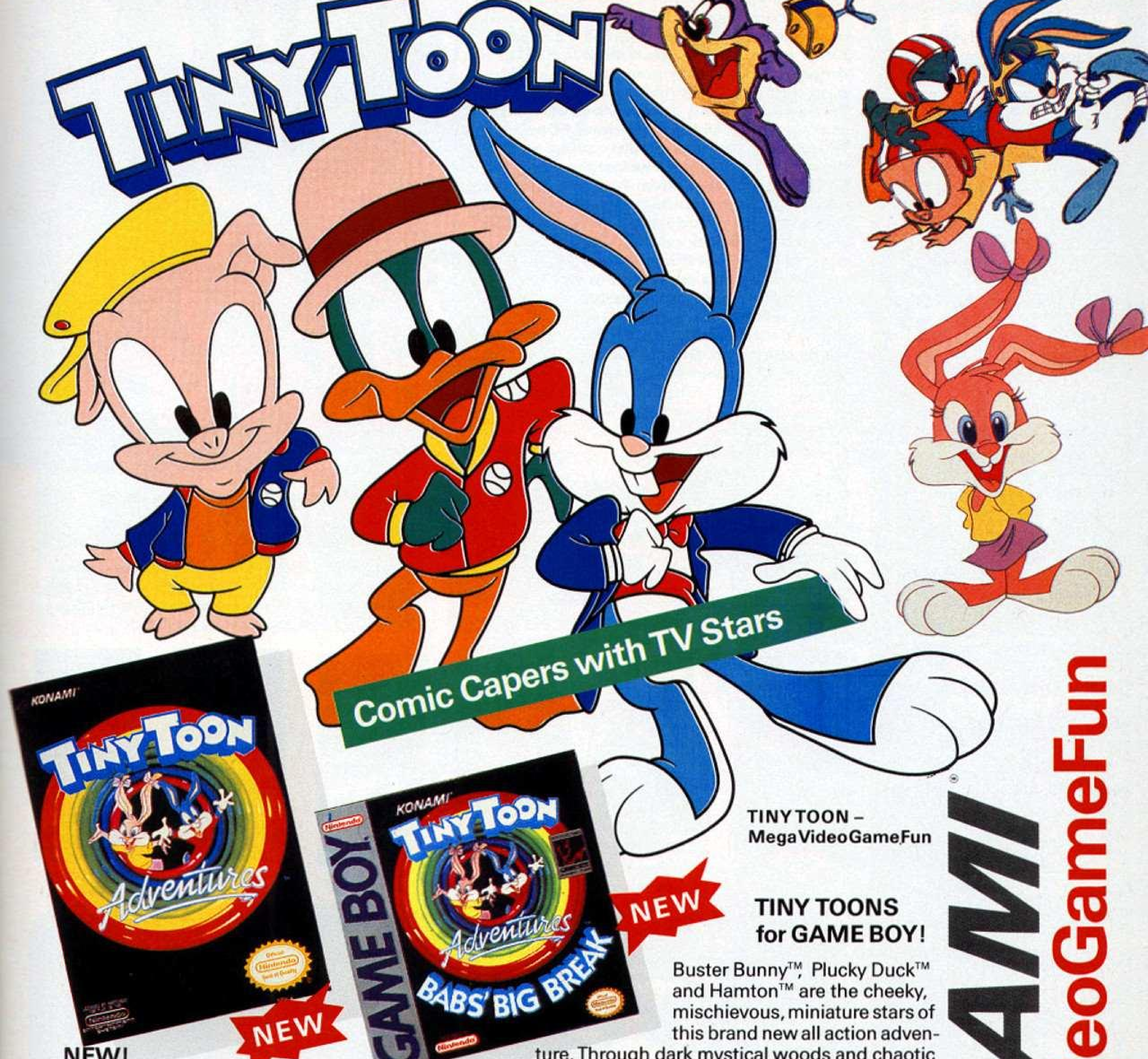
84

OVERALL

A rather impressive, thoroughly polished but relatively simple platform romp. Certainly no hair-tugging challenge for master gamers, but full of humour and surprises to keep them happy, if not exactly stumped.

81

NEW. For GAME BOY. NEW. For Nintendo Entertainment System. NEW


TINY TOON
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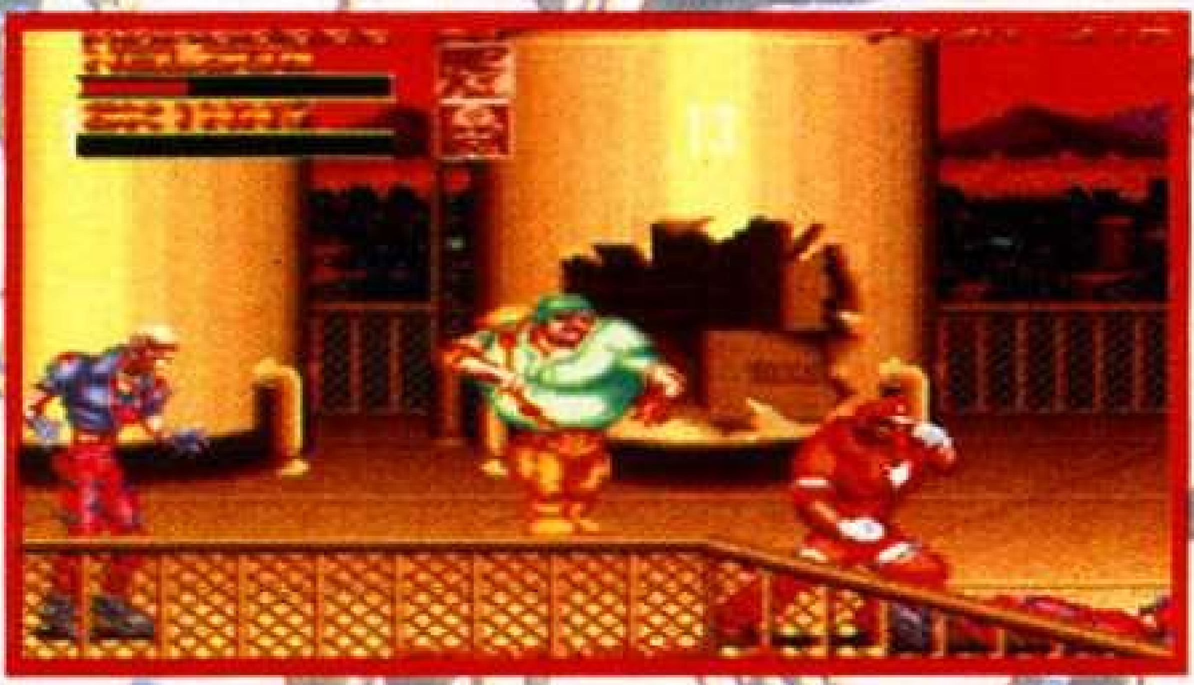
SEPTEMBER
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
5
SKILL LEVELS
1
RESPONSIVENESS
BELOW PAR
1ST DAY SCORE
95
ORIGIN
One or two-player beat 'em up title bearing a remarkable resemblance to the classic Capcom coin-op, Final Fight.

RIVAL TURF!

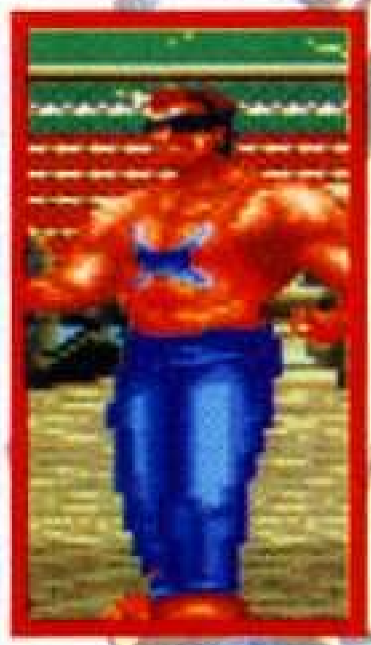
There's trouble in the 'Hood, and only two body slammin' homeys can save civilisation as we know it (it says here). The ruthless Street Kings gang, feared across the West Coast of America, have finally gone too far, kidnapping Heather, the girlfriend of vigilante Jack Flack, and stealing his sister's lunch money (!). Jack, together with police friend "Oozie" Nelson, has now mounted a campaign of violence and destruction against the gang.

Despite the title, Rival Turf is not about the exploits of a gardening competition, but is in fact a side-on pseudo-3D view beat 'em up based around Jack and Nelson's struggle against the Street Kings. Along the way, their martial arts skills are tested to the limits, as their journey takes them further away from their homes and ever closer to Big Al, psychopathic death-monger and head of the Street Kings operation. Only by defeating this monster killing machine can the lovely Heather be saved.

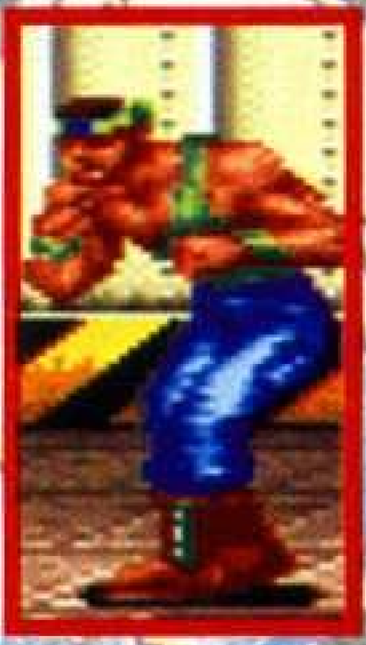


THE STREET KINGS

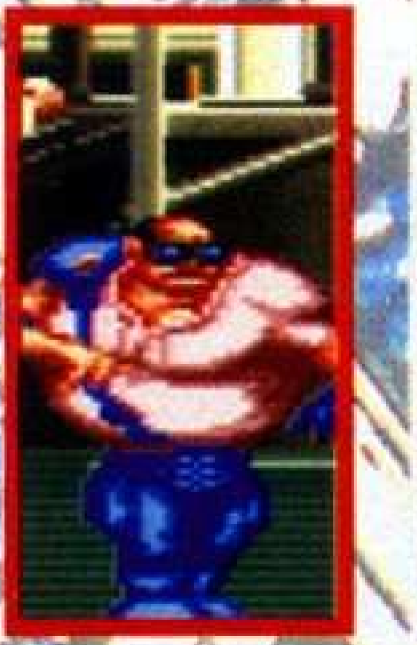
Although the Street Kings number in the hundreds, many of their members bear striking similarities. Detailed below are some of the deadly foes Oozie and Jack come up against.



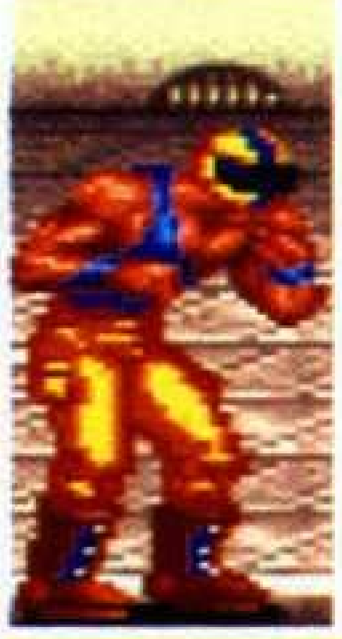
ARNOLD



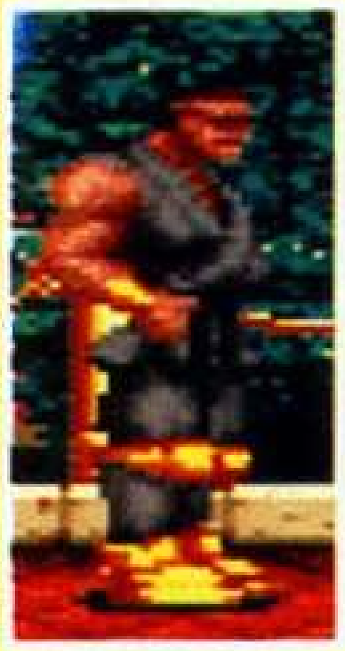
BULLET



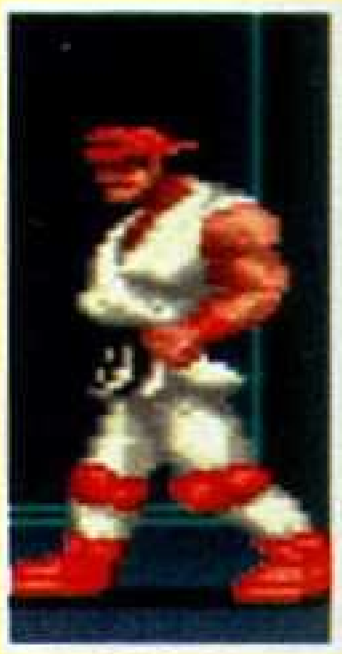
BUTCH



CASE

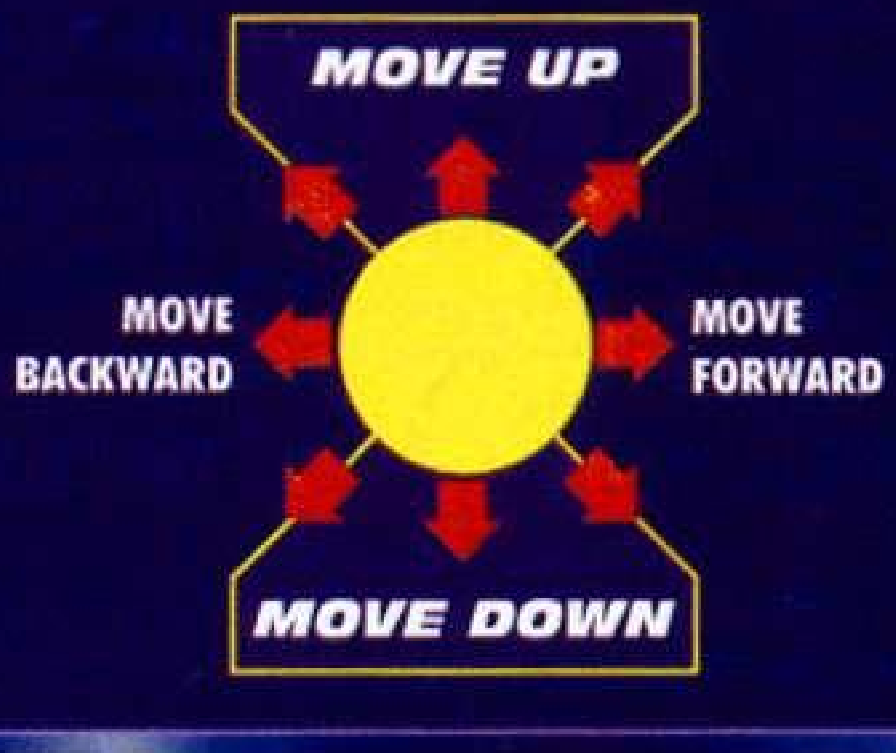


KATO



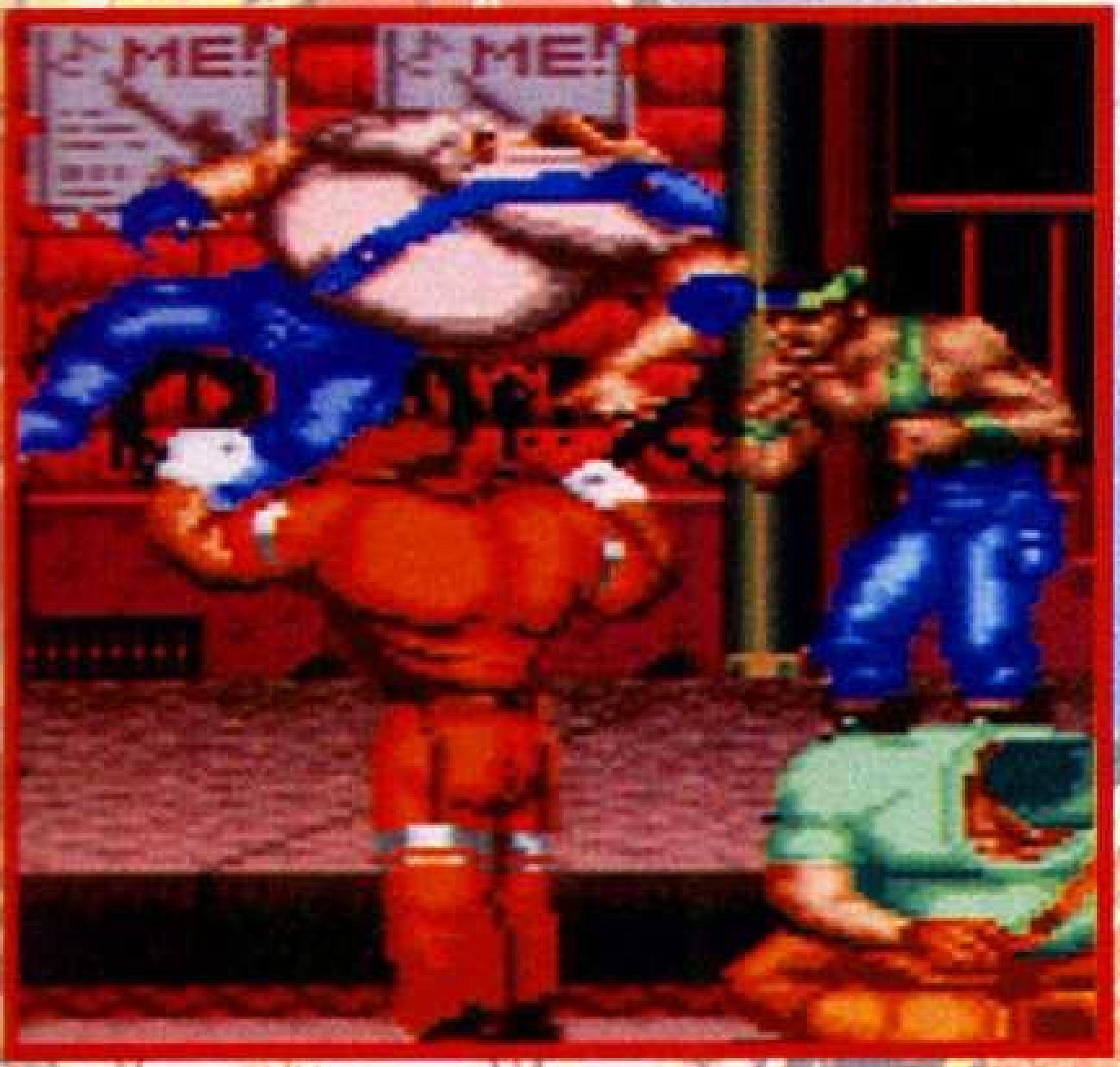
GORO

How To Control



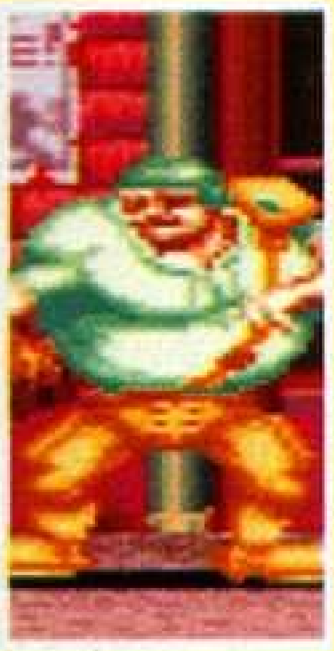
Y	ATTACK
B	JUMP
X	NOTHING
A	SPECIAL ATTACK
L	DASH LEFT
R	DASH RIGHT
S	SELECT: NOTHING
S	START: PAUSE

How To Play A one or two-player beat 'em up. There's a choice of two different characters (the players can choose the same ones - they appear in different coloured clothes if they do). Each fighter has an energy bar which is depleted every time he is hit. Once completely diminished, one of his lives is lost. The game ends after this happens five times.

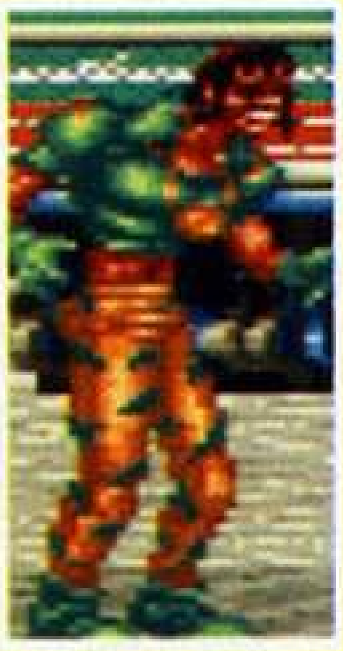


▲ Oozie unleashes his dreaded Storm Bomber!

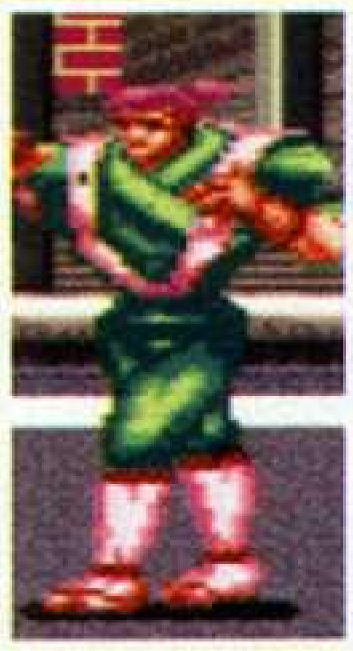
FLAK
BULLET
E-4



LOUIE



REGGIE



WARRIOR

BULLET: All-purpose thug. Fairly handy with his fists if he gets the chance, but none too dangerous

CASE: Motorcycle helmet-wearing hoodlum in plentiful supply. Faster and more powerful than bullet, but still standard fist-fodder.

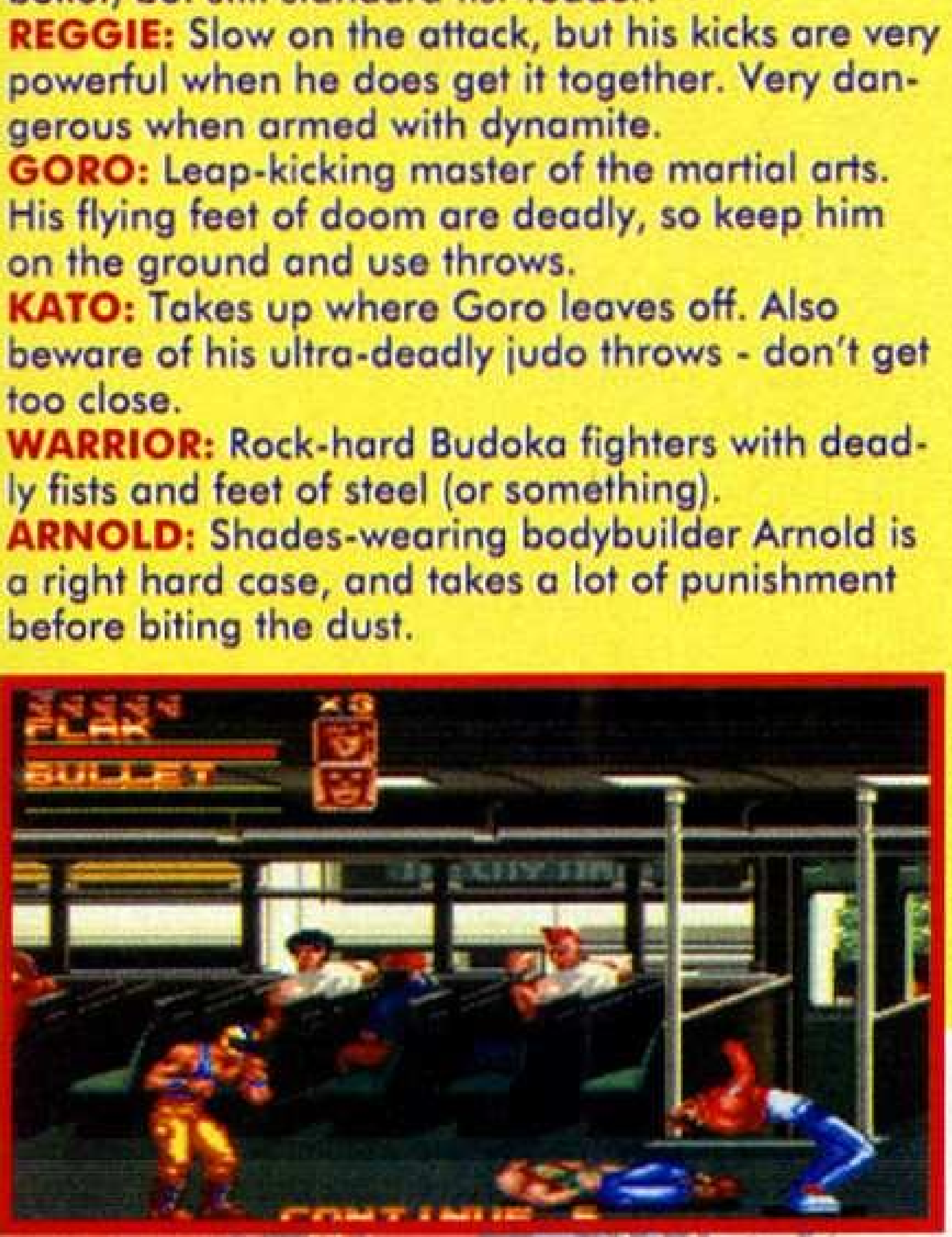
REGGIE: Slow on the attack, but his kicks are very powerful when he does get it together. Very dangerous when armed with dynamite.

GORO: Leap-kicking master of the martial arts. His flying feet of doom are deadly, so keep him on the ground and use throws.

KATO: Takes up where Goro leaves off. Also beware of his ultra-deadly judo throws - don't get too close.

WARRIOR: Rock-hard Budoka fighters with deadly fists and feet of steel (or something).

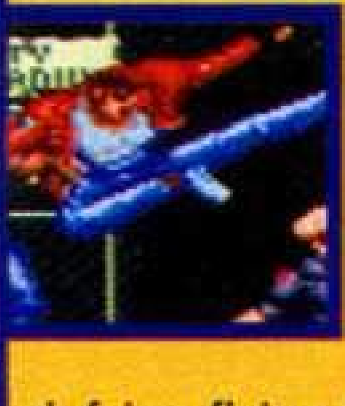
ARNOLD: Shades-wearing bodybuilder Arnold is a right hard case, and takes a lot of punishment before biting the dust.



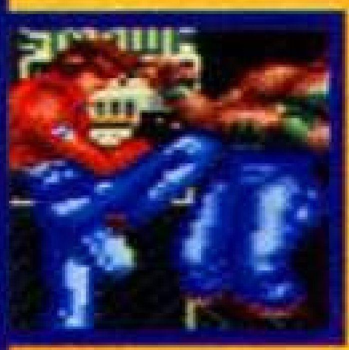
MAKE YOUR MOVE!

Each of the two "nice" characters have their own arsenals of painful martial arts techniques. Below is a rundown of every move and how to perform it.

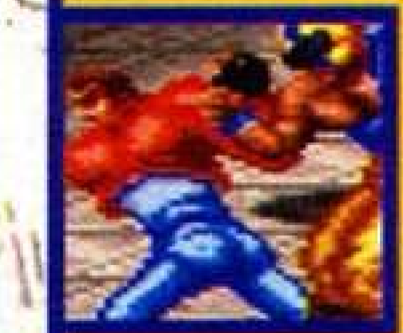
JACK FLAK



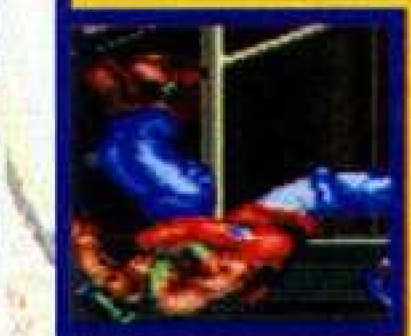
FLYING KICK: Pressing jump (B) and a direction followed by the attack button (Y) performs Jack's trouser-defying flying kick which decks any enemy it strikes, however, it causes little actual damage.



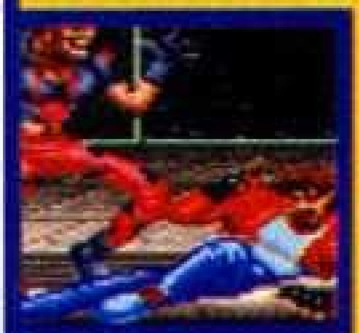
KNEE KICK: Y button whilst grabbing an opponent.



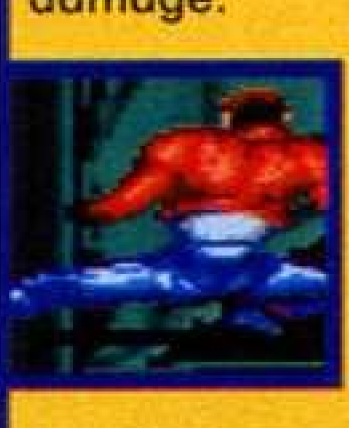
FLIP THROW: Y button plus any direction whilst grabbing an opponent.



BACK DROP: Y button whilst grabbing an opponent from behind.



SLIDING KICK: Dash (L or R buttons), plus attack when close to an opponent. Pretty useless really because it doesn't do much damage.



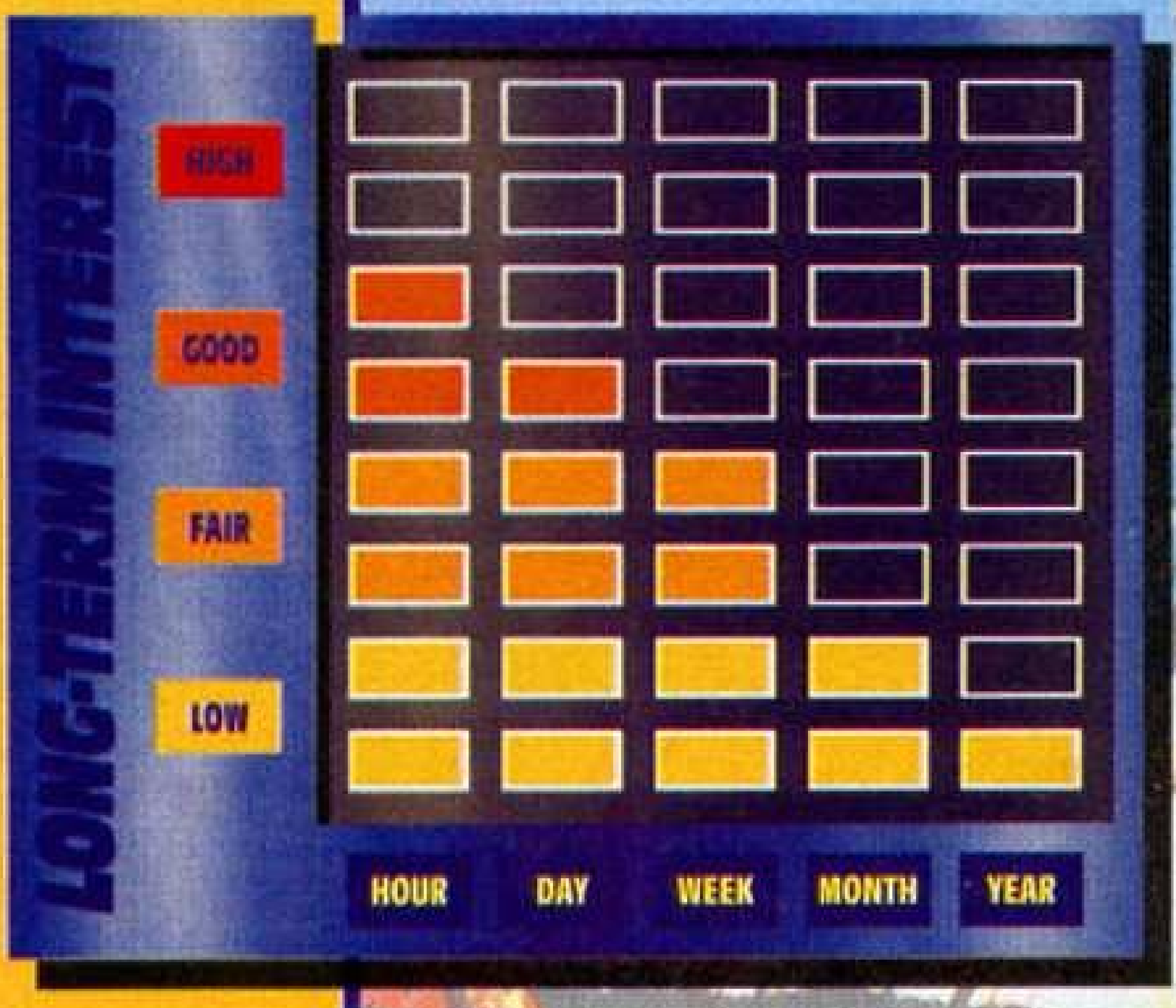
SWEEP HURRICANE: A spinning sweep kick performed by pressing the A button. This move causes fairly hefty damage to any opponents in the vicinity. However, every use of this lowers your score by five. Be careful to count your uses or you may be caught short.

FLAK
BULLET
PUSH STA
CITY STADIUM
CONTINUE 5

▲ Jack sorts out some ticket touts whilst on his way to see Micheal Jackson.

REVIEW

NELSON
GIGANTE
×2



COMMENT

RAD

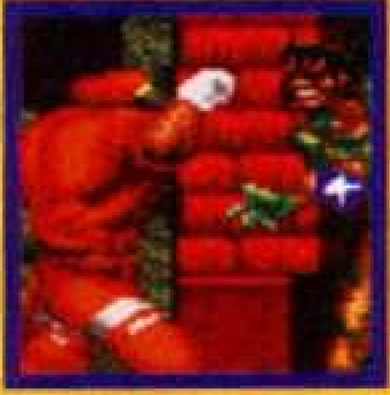
Originality obviously wasn't high on the list of priorities as far as the design of Rival Turf went. Just about every idea, including all the moves, weapons and levels, have been seen before somewhere. Graphically there's not much imagination either. The enemies are all much of a muchness, and some of them bear an uncanny resemblance to foes in a certain other SNES beat 'em up... The actual quality of the sprites isn't all that bad, except for the weak animation, and the backgrounds are quite detailed and well drawn. As for the music, however, the bleepy, whiny tedious tuneless dirges which accompany the action and the understated, bronchial effects brings tears to the eyes. At the end of the day though, Rival Turf's lack of originality is its real undoing. The game moves fairly quickly and there's lots to beat up, it's just that nothing changes from level to level, and there are no surprises to find because you can guess what's going to happen as you'll have it all before anyway. There's no compulsion to see what happens next or really to plough on at all. Perhaps with this in mind it's a good thing that Rival Turf is so ridiculously easy that anyone with any experience can finish it on their second or third go. This is the Jive Bunny of beat 'em ups, a pale pastiche of other games with all the real enjoyment and challenge washed out.

OOZIE NELSON

FLYING ELBOW SMASH: A blanket-coverage move which uses Nelson's size to great advantage. Press B plus left or right, followed by Y to launch his bulk at one or more opponents.

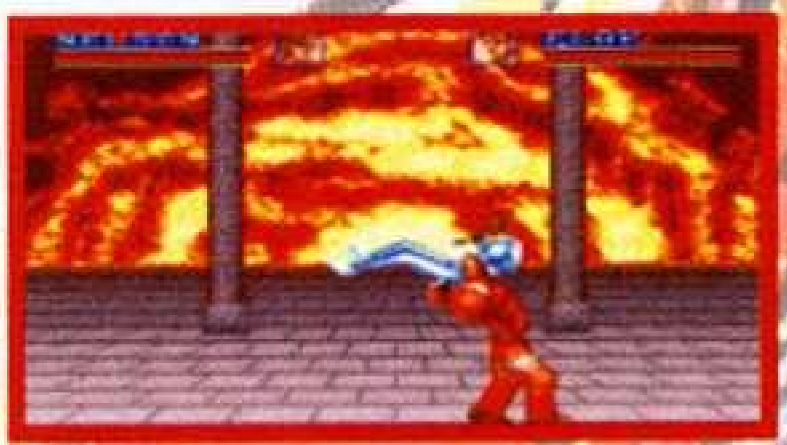
PILE DRIVER: Grab your opponent by the lapels and press Y plus any direction. Nelson then picks up his foe and slams them down on their head, causing mucho damage.

LEG-FLIP NECK-BREAKER: Pressing Y plus any direction after grabbing someone from the rear causes Oozie to hitch his legs under the victim's shoulders and flip over, smashing their heads into the ground.



CLOTHES LINE: Dash in any direction (L or R buttons plus direction), then, when a Street King draws near, press Y to smash your forearm into their throat.

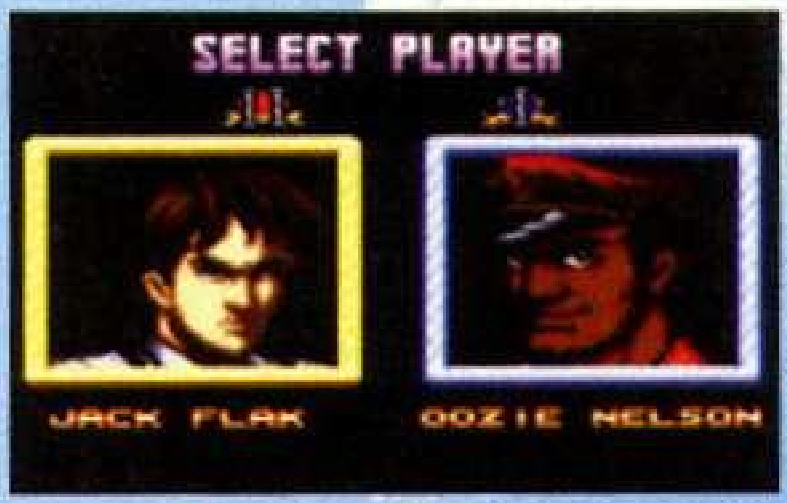
STORM BOMBER: A spinning flail punch which dishes out pain to all and sundry in the area with a single press of the A button. Sadly, it drains Nelson's score by five for each use.



▲ Oozie gets the upper hand against Jack in the Versus Mode.

FLAK
SKINNY
SMACKK!!

NELSON
FLAK



ONE/TWO PLAYER ACTION

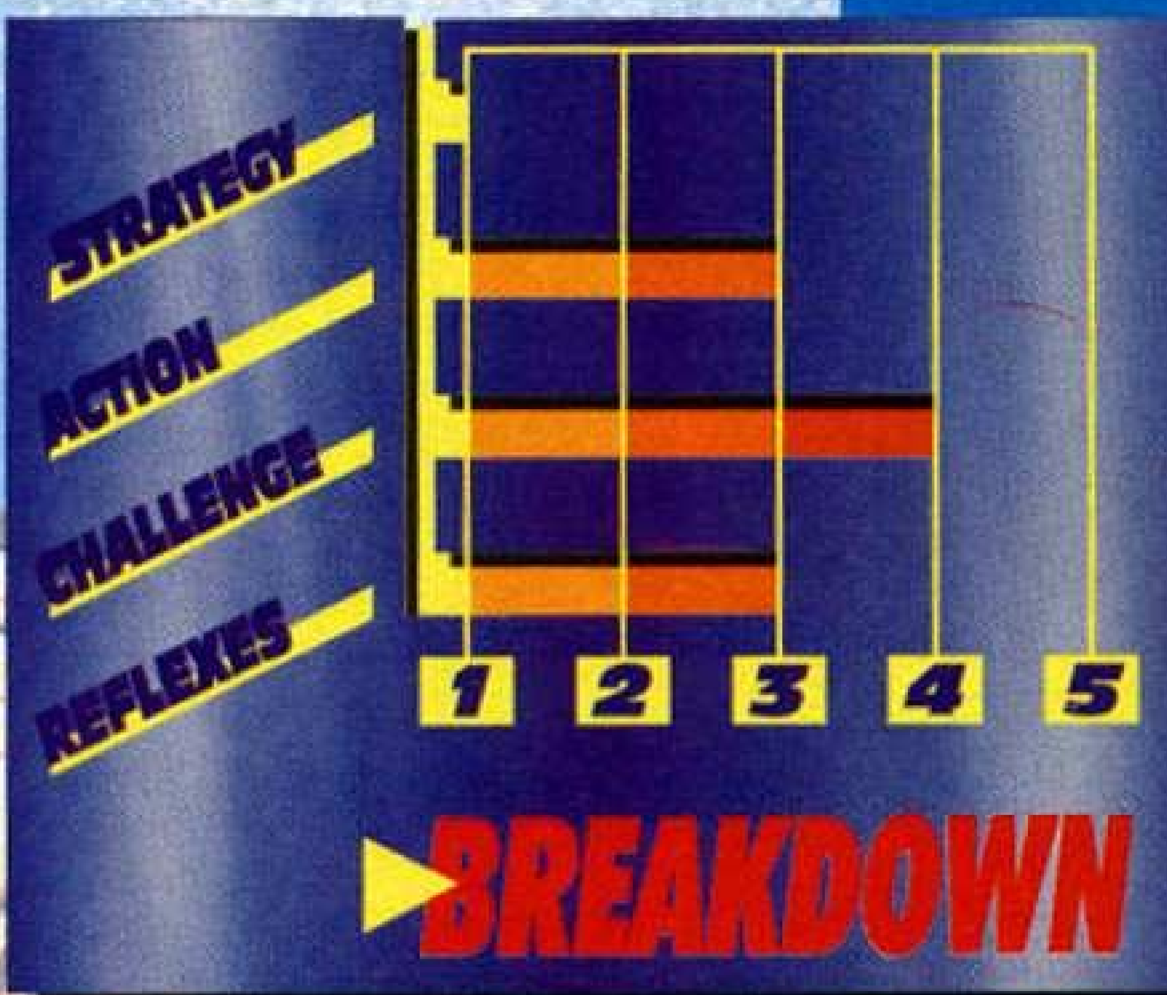
Rival Turf is a one or simultaneous two-player game. Should players wish participate in head-to-head combat, there is an option which allows them to beat each other's on-screen counterparts to a pulp. All-out two-player death merchants may be interested in the "VS" mode, which transports both participants to a floating platform above the erupting Mt Fuji, where a best-of-three battle challenge subsequently takes place. As before, it's possible to pit the same character against themselves under the control of the other player.

COMMENT

JAZ

Although it sounds good on paper, Rival Turf isn't so much fun in reality. The two-player mode is a definite plus, but there are far too many things working against it to really get your beat 'em up glands secreting excitement juices. The graphics aren't particularly good, with bland, unoriginal sprites and choppy animation. Worse still is the weedy sound which fails to generate any sort of atmosphere. But it's the gameplay which is really Rival Turf's undoing. It's fun at first, but never really changes from level to level, and quickly it all becomes a predictable matter of routine. The difficulty level is also laughably low, and it's possible to go all the way through the game within a few hours. Rival Turf certainly had potential, but sadly it hasn't been realised, and the end result is very much a poor man's Final Fight.

RATINGS



PRESENTATION

▲ Plenty of options

▼ Sparse in-game presentation

74

GRAPHICS

▲ Colourful sprites and well-detailed backgrounds.

▼ Useless animation

76

SOUND

▲ Lots of tunes

▼ Poor quality music further ruinrd by weak effects.

55

LASTABILITY

▲ Two different characters to learn

▼ Far too easy to complete with nothing to entice you back once completed

72

PLAYABILITY

▲ Pretty fast and responsive with plenty to kill

▼ Action is very similar throughout. No new ideas at all

36

OVERALL

A dull, uninspired and stupidly easy beat 'em up. It might feature two-player action, but other than that Final Fight beats the pants off it.

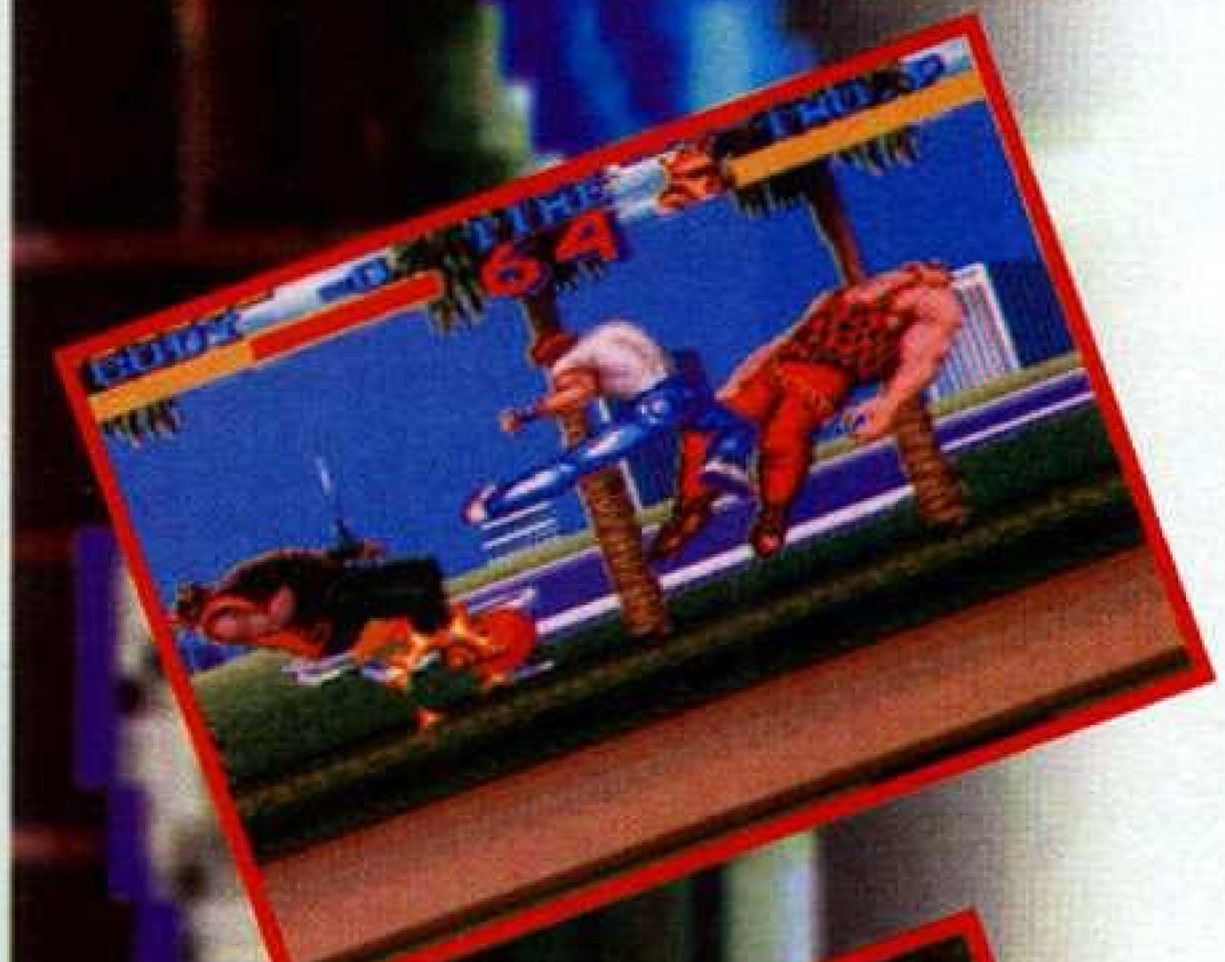
48

FINAL FIGHT Vs RIVAL TURF

Both Final Fight and Rival Turf are amazingly similar games, featuring similar levels, the same type of characters and identical game scenarios. Comparisons are bound to be drawn between them, so before the arguments start, we thought we'd answer all the questions...

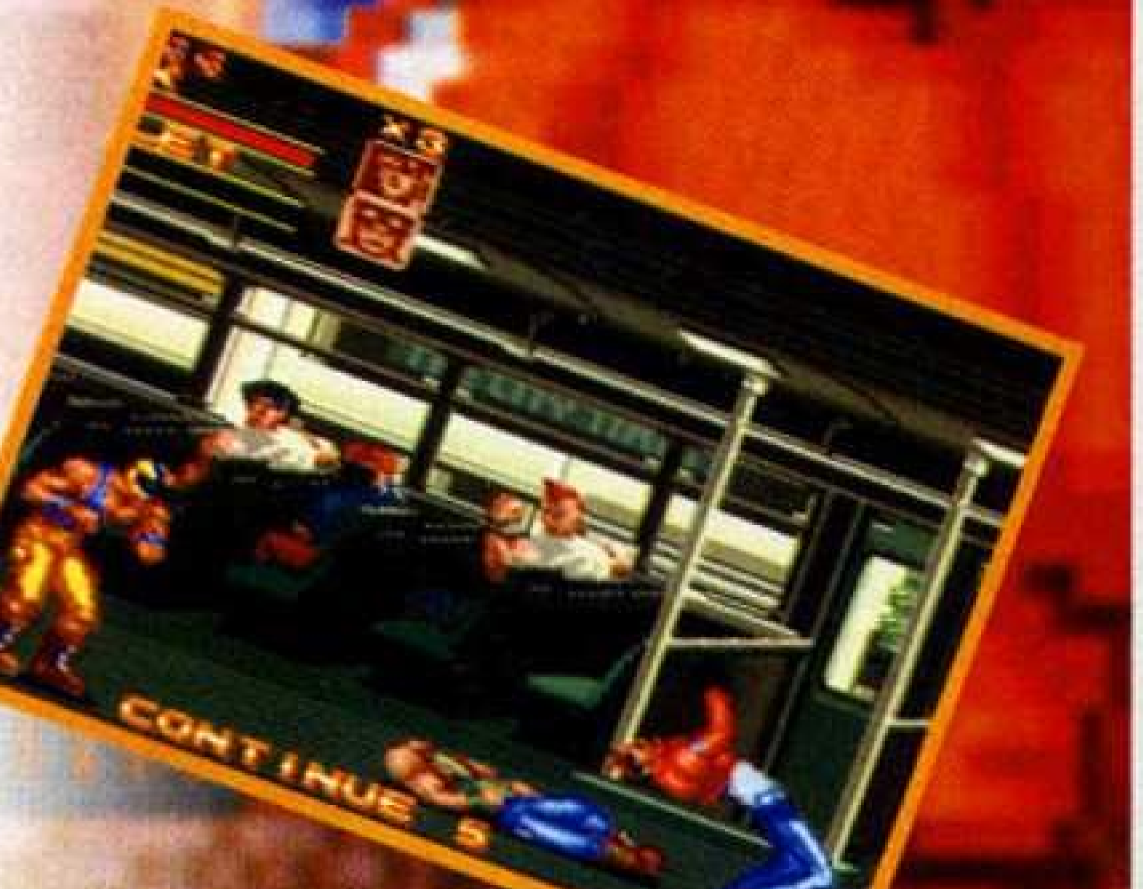
THE CHARACTERS

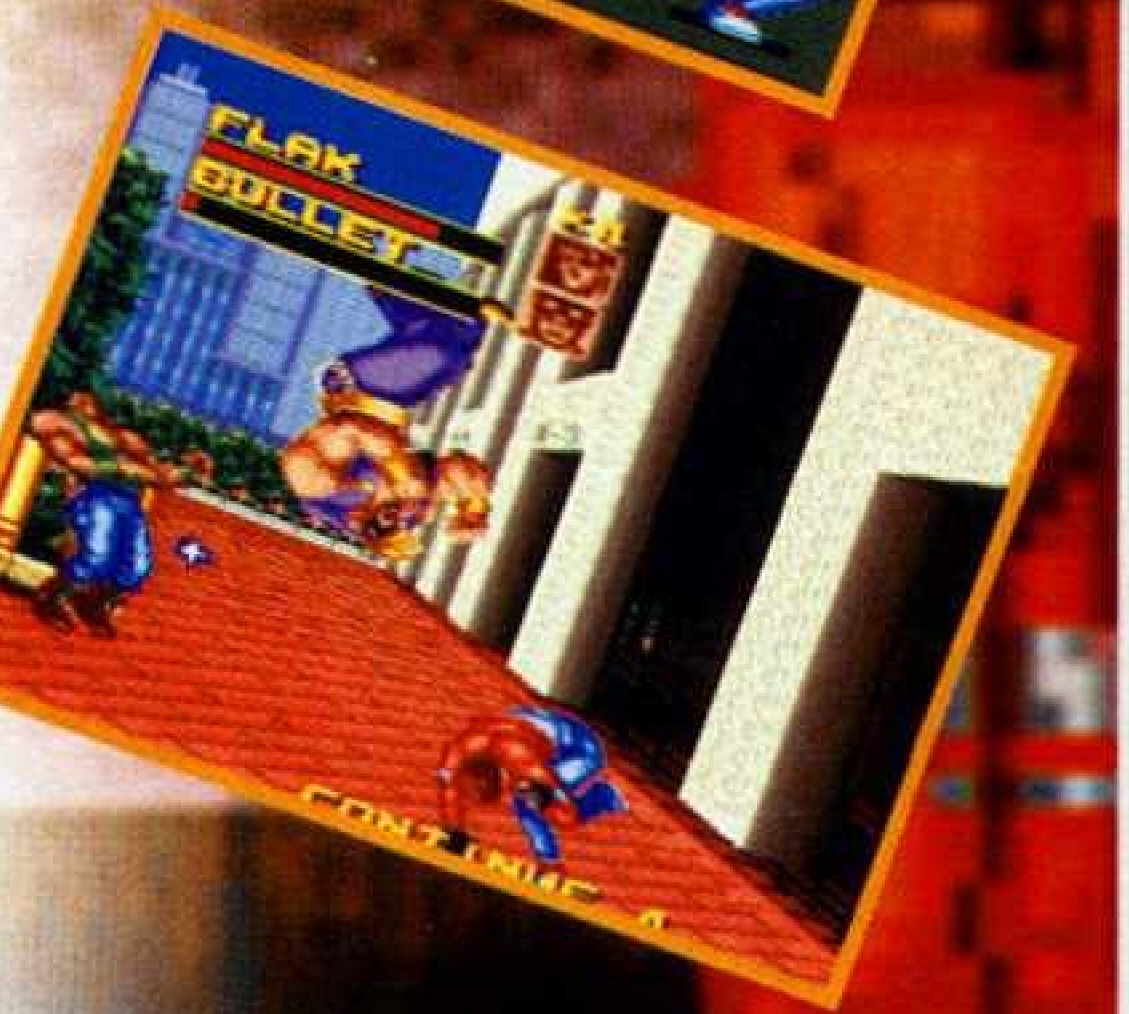
The characters in each game are remarkably alike - one a huge wrestler with great strength to match his lack of speed, and the other is a speedy martial arts type. Many of the moves from Final Fight have crossed over to Rival Turf, except for Haggar's piledriver. Most of the enemies encountered in Rival Turf may look familiar to Final Fight players, but the bosses at least are pretty different.



VIVE LA DIFFERENCE

There are few differences. Final Fight favours a smaller number of huge sprites on screen at any one time, whereas Rival Turf opts for smaller graphics and more sparring partners. Where Rival Turf really scores points over Final Fight though is in having that much-coveted simultaneous two-player option, which it further exploits with the "Player Vs Player" mode which allows you to beat up your friends in the comfort of your own home.





OPTIONAL EXTRAS

When it comes down to options and play modes, Rival Turf does have the advantage over Final Fight. However, when it comes to gameplay Final Fight is the clear winner, with the game itself being far more demanding and challenging as well as enjoyable. Rival Turf is quite obviously inspired by its Capcom counterpart, and it would be easy to say that it's just a poor man's Final Fight. Sadly, given the price of Rival Turf, it's more of a more-money-than-sense man's Final Fight. Go for the original and avoid disappointment.

REVIEW

SUPER NES

1 PLAYER

8 MEG

ACT GAME

Final Fight
©CAPCOM CO., LTD. 1989 1990
©CAPCOM USA, INC. 1989 1991
LICENSED BY NINTENDO

PRICE:£44.99
BY: CAPCOM

RELEASE
OUT NOW

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM/HARD

CONTINUES
3

SKILL LEVELS
4

RESPONSIVENESS
GREAT

1ST DAY SCORE
1000000

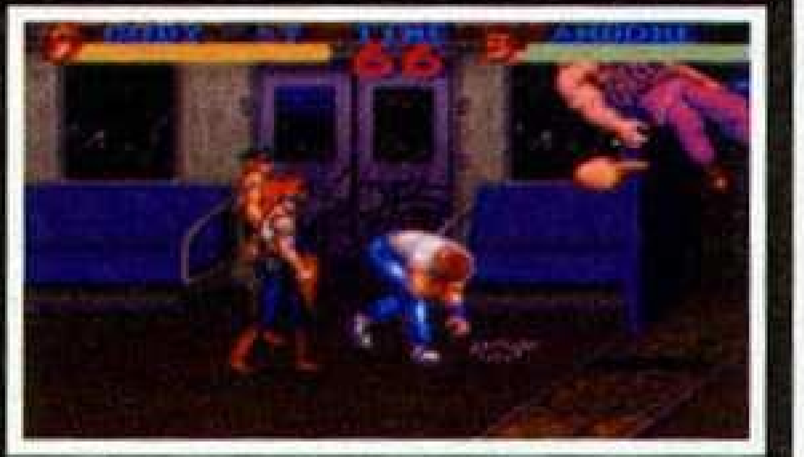
ORIGIN
Arcade conversion from the popular two-player coin-op of the same name.

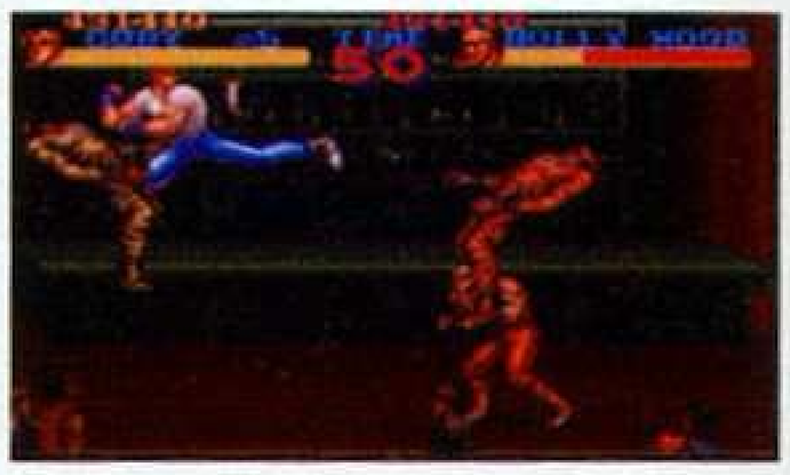
FINAL FIGHT

Mad Gear might sound like a range of catalogue kidswear in bright designer colours, but it is in fact the name of the most dangerous street gang in history. For years, the Mad Gear has terrorised the peace loving citizens of Metro City, whilst their corrupt mayor turned the other cheek in return for large wads of cash.

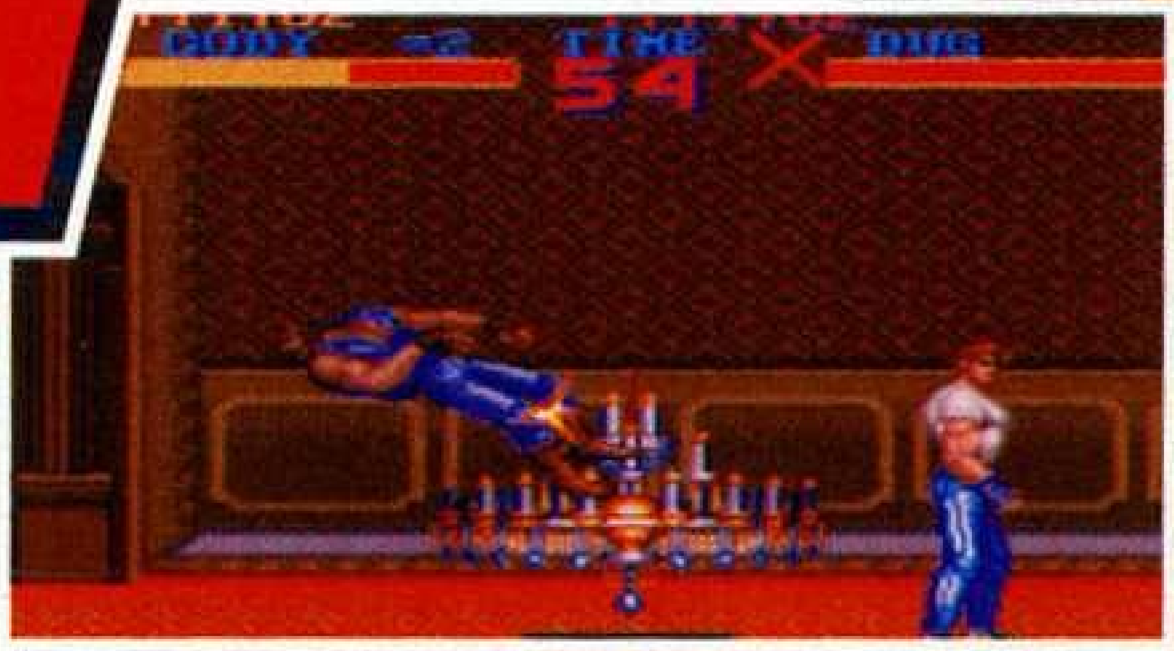
But things are set to change when ex-Streetfighter champion Mike Haggar is voted in as the new mayor, promising to rid the troubled town of the Mad Gear. Of course, the gang don't take too kindly to the idea of being put out of business, so when Haggar refuses their bribes the Mad Gear takes action by kidnapping his daughter Jessica.

Sadly for the Mad Gear, Haggar still refuses to back down, and together with Jessica's bloke Cody (handily enough a master martial artist) he sets off to beat the living daylights out of Mad Gear leader Crossbow in this big name beat 'em up.

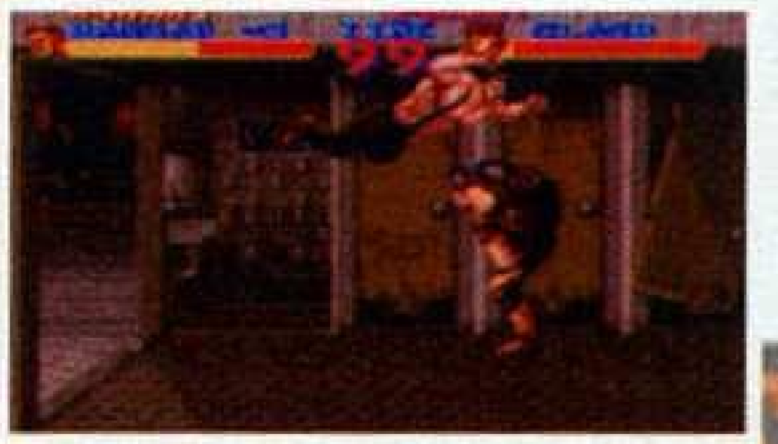




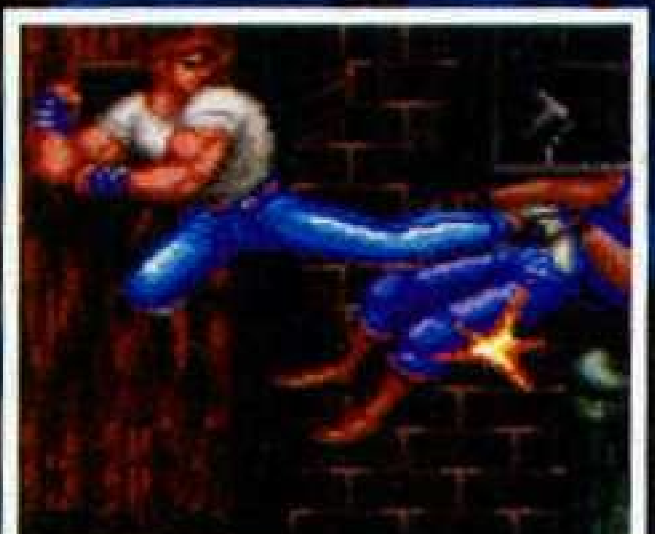
▲ Kicks to the face all round!



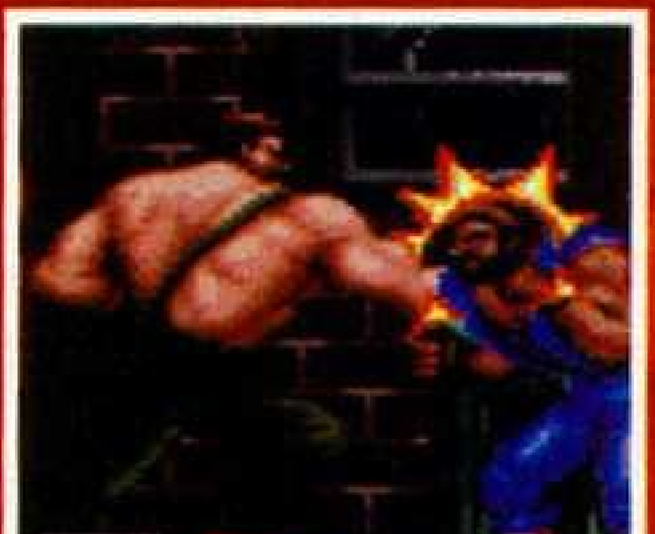
▲ Cody makes 'light' work of another of Mad Gear's cronies. ('Light work'–it's a chandelier see!).



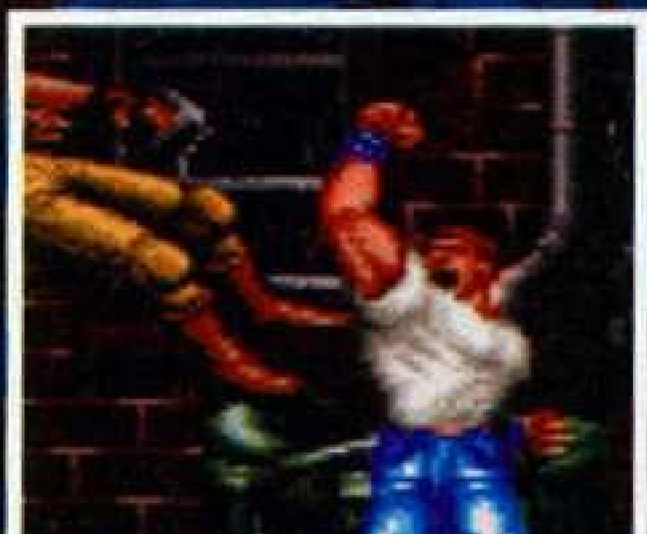
▲ The big man, Haggar, gives Axl a good seeing-to in the public lavatories on level four.



FLYING KICK: Knocks opponents down but causes little damage.



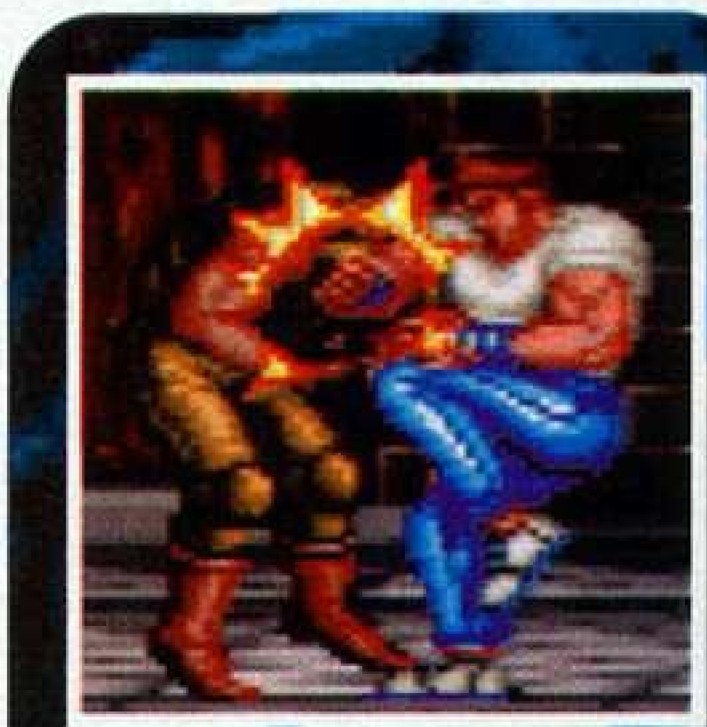
PUNCH: Press Y to unleash Haggar's awesome, but very slow, punching abilities.



PUNCH: Press the Y button for this standard attack.

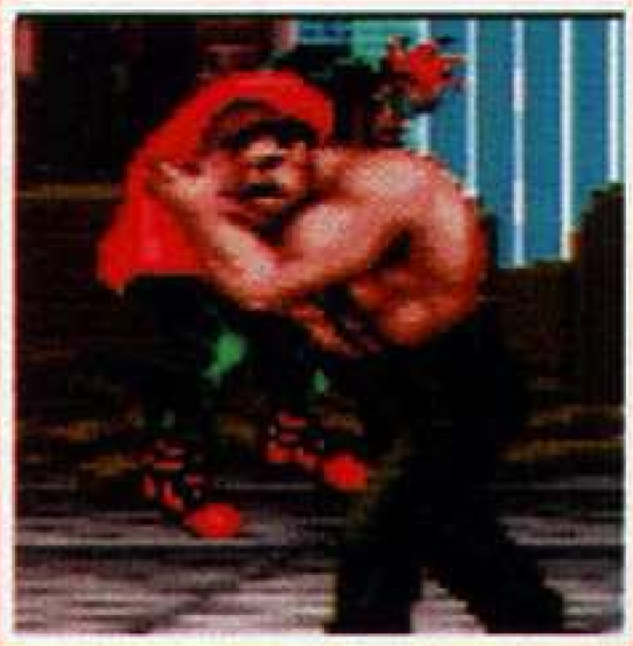
WEAPON IN YOUR HAND

The oil drums and crates which litter Metro City often contain some fab goodies. As well as points-endowing gold, jewels and rings there are energy-restoring foodstuffs to be found, such as pizza, barbecued beef steaks and even chewing gum! Possibly the most useful secreted items though are the weapons. Swords and pipes are handy for adding extra range and power to your swing, especially when Haggar has a pipe in his hands. Knives, meanwhile, are more use in the mitts of Cody, whose stabbing and throwing prowess is second to none.



KNEE BASH: Grab an enemy by making body contact and press Y to knee their face.

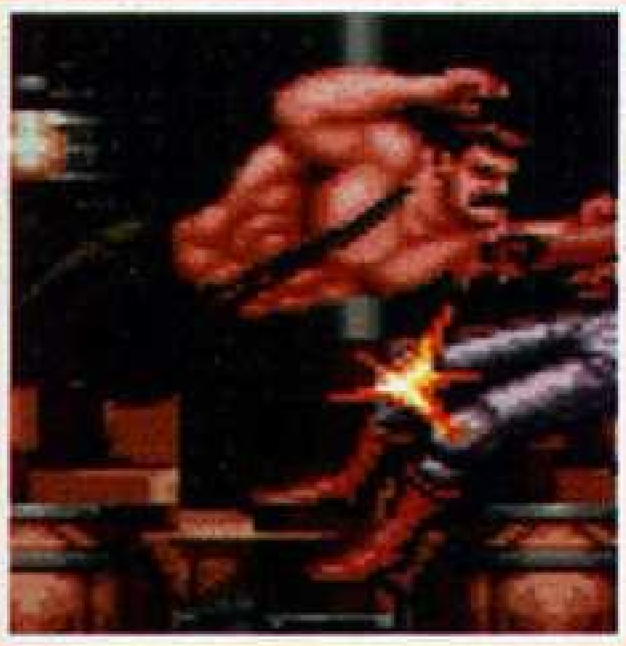
▲ Action and excitement is guaranteed as you guide Cody and Haggar through the streets of the West Side, pounding the living daylights out of anyone who gets in your way. You'll need all your gaming skills if you are to succeed where others have failed!



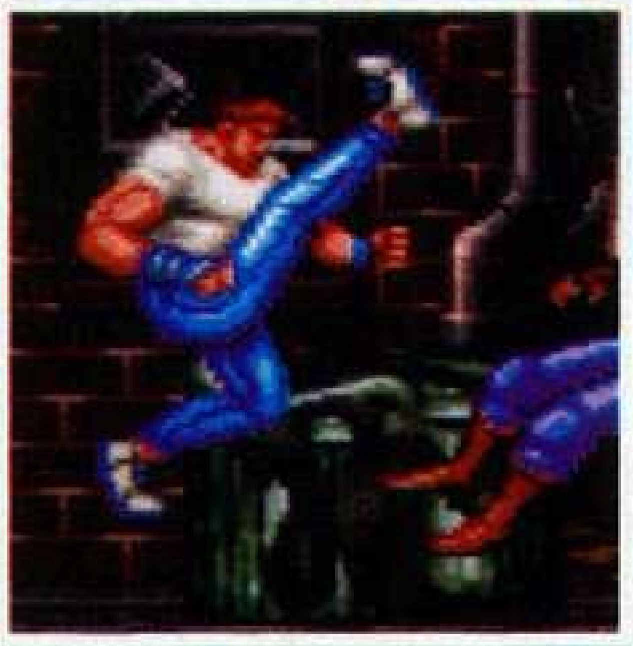
HEAD BUTT: Grab an enemy by walking into them, then press Y alone to chin them.

HOW TO ACT HARD

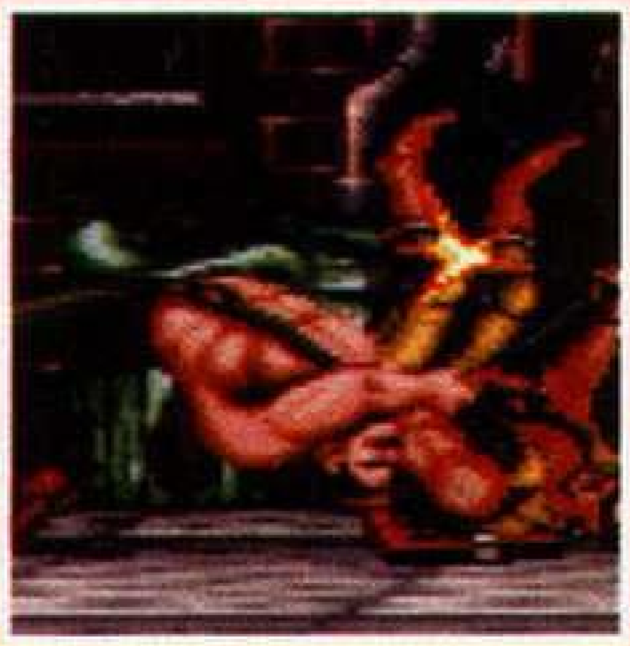
Both Cody and Haggar have different fighting styles. Haggar is slow but has great strength. Consequently his moves are based more on getting close and grappling with opponents, whereas Cody's youth and speed lend themselves more to rapid, light attacks.



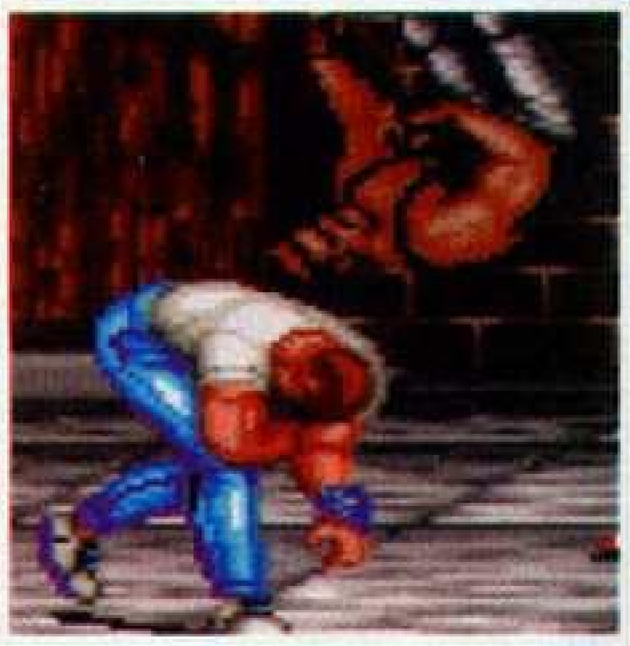
THE LUNGE: Scare your foes silly with this body slam by pressing jump plus left or right followed by down and fire.



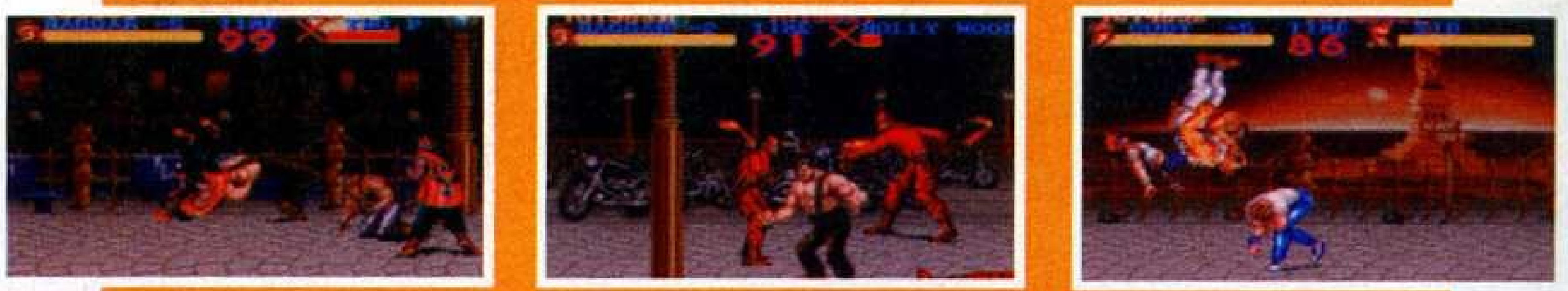
JUMP KICK: Jump in the air and press Y to buy some distance with this move.



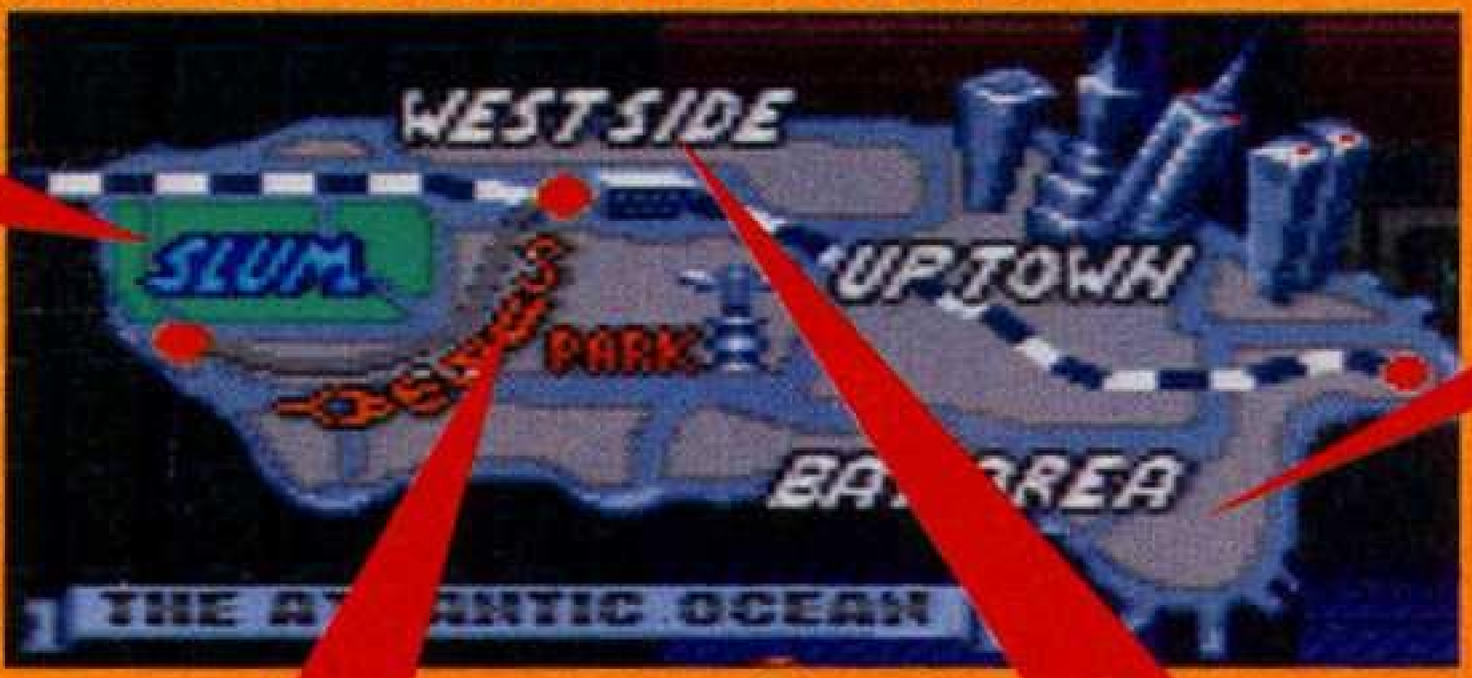
BACK DROP: Grab an opponent then press left or right and Y to slam their heads into the floor.



SHOULDER THROW: Grab an enemy and press Y plus left or right to toss them over your shoulder. An essential move to master



▲ Level 4 see's our intrepid heroes strolling through the picturesque Bay Area taking out Mad Gear cronies at every opportunity. If you manage to survive you must then confront the stage guardian Abigail, who apart from a dreadful dress sense, also has a short temper.



● SECTOR 1

THRASHER

Despite his size, Thrasher gets out of breath easily. At these points he retires to a nearby wall and calls more of his underlings out to help. Wait until he starts laughing to start your attack.

● SECTOR 2

KATANA

This masked samurai is tough unless you know how to beat him. First off, approach him from an angle to avoid his swords, then throw him. After this, position yourself directly above or below him to avoid his rushing charge. Simply repeat this procedure for victory.

● SECTOR 3

EDI.E

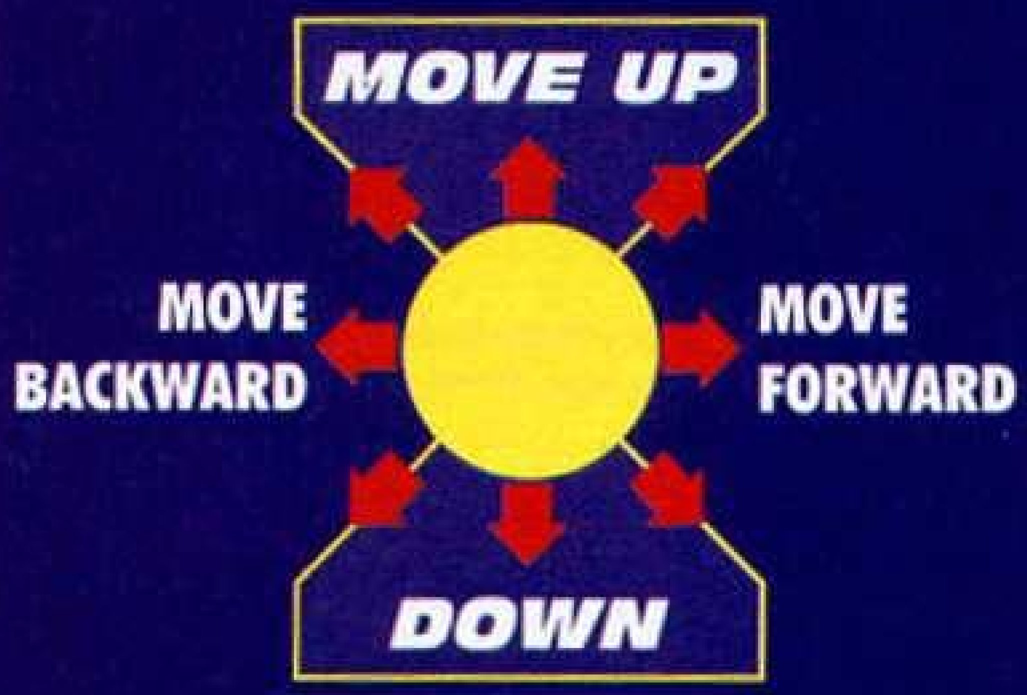
Stay directly above or below this corrupt cop or he'll fill you so full of lead he could use you for a paperweight. Or something. Anyway, he's got a gun, so stay close and keep on with those throws.

COMMENT

RAD

Final Fight must rank as one of the most popular arcade games ever, and is used as the yard-stick to judge all scrolling beat 'em ups. So how does the SNES version compare to the original? Well, it's missing the two-player mode and one entire level, but apart from that it's pretty much exactly the same. All the moves are there, all the enemies are there (apart from the two girls who've been censored out and replaced by Sid and Billy) and all the action is there. Although Final Fight demands fast reflexes and a degree of skill, strategy plays an important part too, so the game is challenging on all levels. The controls are responsive, there's no slowdown, which is surprising considering the size of the sprites, and the game plays fluidly. There is a real compulsion to see what's next and it's real "just one more go" material, keeping you glued to your screen for ages. Final Fight is a definite classic and a game which should be in every SNES owners collection.

How To Control



Y	ATTACK
B	JUMP
X	NOTHING
A	NOTHING
L	NOTHING
R	NOTHING
S	SELECT: NOTHING
S	START: PAUSE

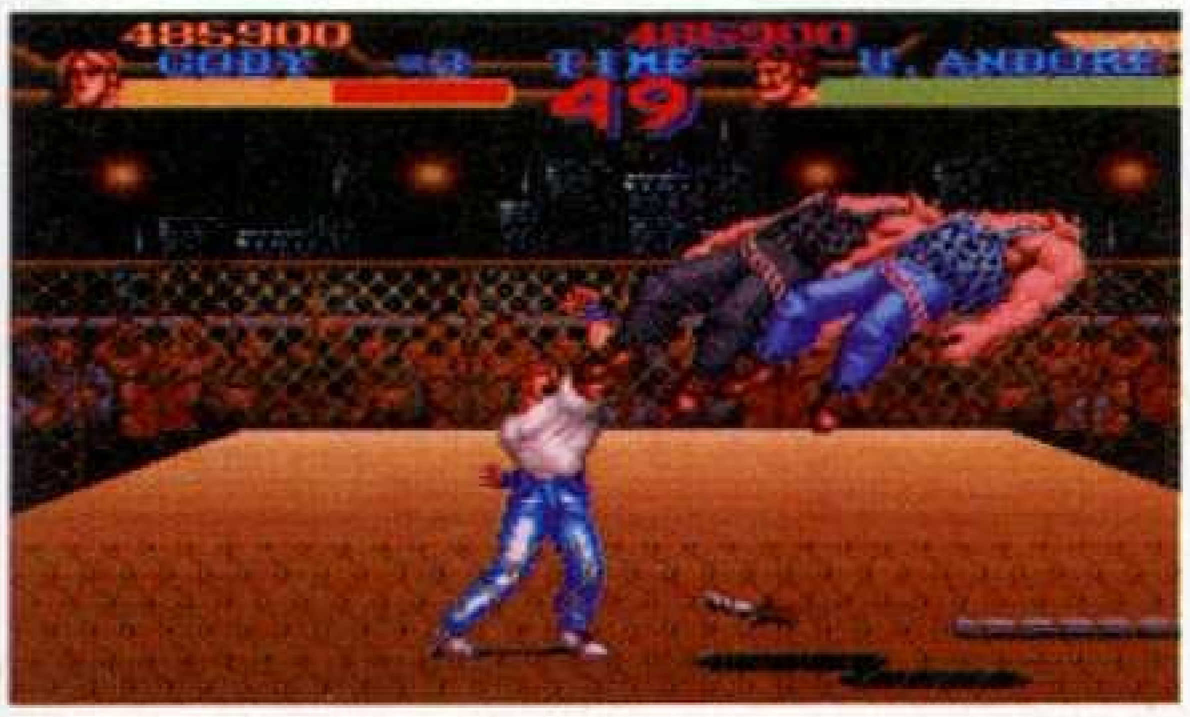
How To Play

Final Fight is a single-player only conversion of Capcom's original coin-op. The object of the game is to stalk the psuedo-3D, horizontally-scrolling landscape beating the Mad Gear gang into submission. You choose to play either Cody or Haggar at the start of the game, although you are able to change characters whenever one of your three credits is used up.

SECTOR 4

ABIGAIL

Despite having a girl's name, Abigail is no softy. He's very fast and is followed around by hordes of Mad Gearians. Beat up his pals, throw him and then leap out of the way before he gets up and charges you.

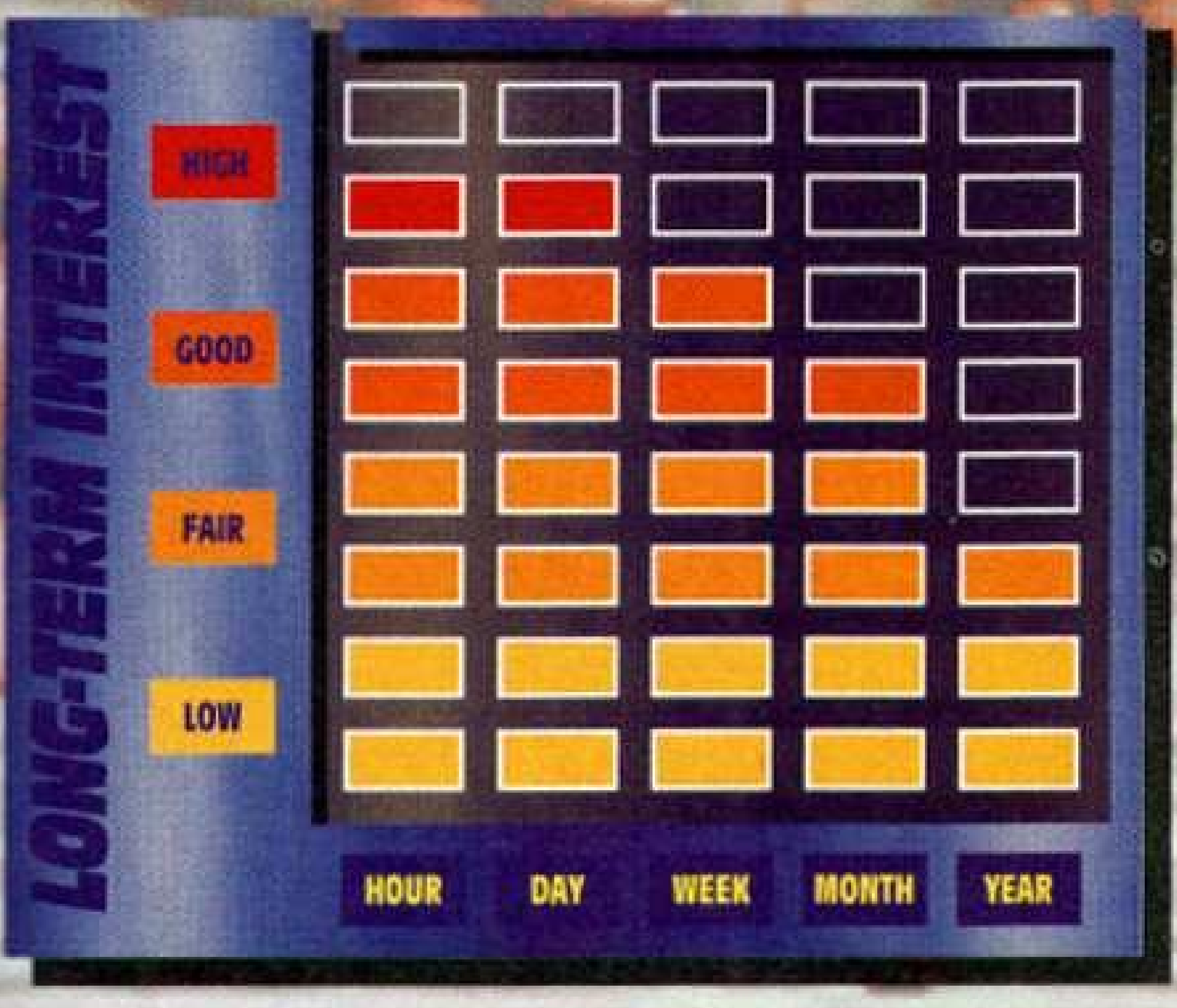


▲ Cody makes light work of the Andore brothers.

▲ Haggar demonstrates the intimacy of wrestling!

CODY
TIME
66
ANDORE

▲ Cody gets more than he bargained for when travels on the Northen Line.



COMMENT

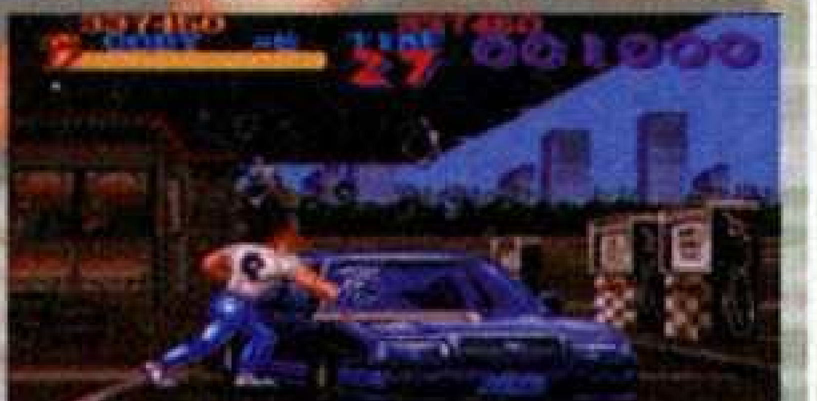
JAZ

Although this conversion is missing the simultaneous two-player option, Guy, the girls (Doh!) and the fourth level, it still manages to supply much of the original coin-op's thrills and spills. The action is fast and furious, and on later levels the going gets very tough, with hordes of baddies to kick and punch your way through. Although it doesn't take particularly long to master, the comprehensive option screen means you can toughen the game up to increase the challenge, and the action is such fun you keep on coming back to it even after you've finished several times. With its great graphics and crunching sound effects, Final Fight is a must for beat 'em up fans.

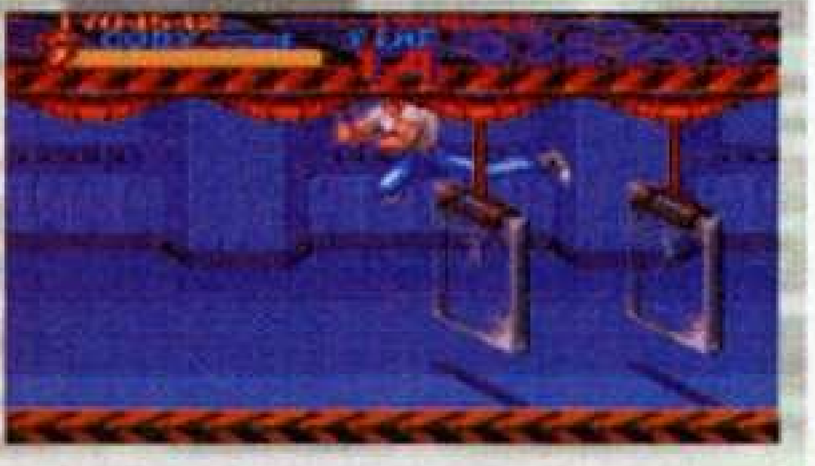
GET SMASHED

There are two bonus screens which appear at the ends of certain levels. The first sees your character smashing up the car of a Mad Gear boss within a set time limit. Total it completely for a mega bonus. The second sees Cody or Haggar in a glass factory. Break as many panes as possible for lots of points, but aim your blows carefully or they might not break, or worse - it may injure your character!

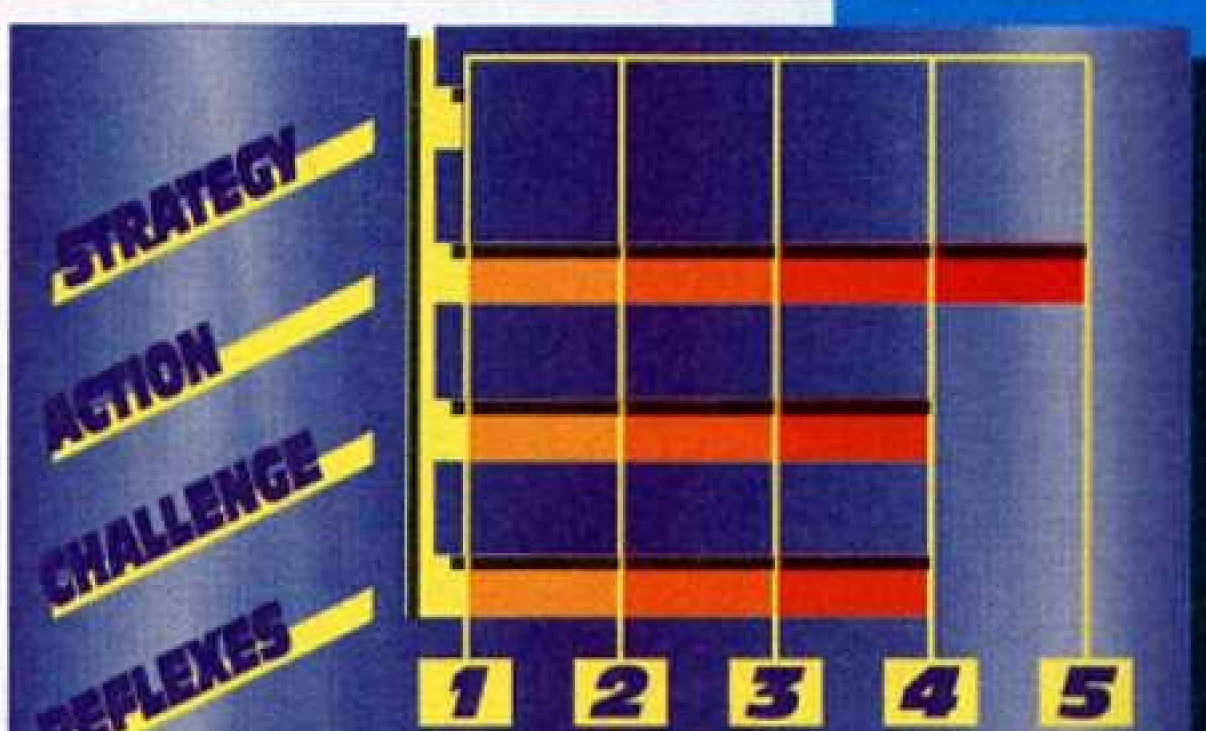
BONUS 1



BONUS 2



RATINGS



BREAKDOWN

PRESENTATION

▲ Great intros and story screens. Plenty of smart in-game touches. Screen is uncluttered.

▼ You have to cheat to get an options screen.

84

GRAPHICS

▲ Huge, clear and detailed sprites. Detailed, varied and atmospheric backdrops.

▼ Animation is a little poor.

92

SOUND

▲ All the arcade tunes are here.

▼ The effects add to the atmosphere, but they're not very realistic.

86

LASTABILITY

▲ Five long levels. Even once it's completed there's plenty to entice you back.

▼ It might not take that long to complete though.

89

PLAYABILITY

▲ Fast and responsive controls. Loads of moves and techniques to master.

▼ Very little variety between levels.

94

OVERALL

Possibly the best game of its kind on any console so far. The only superior beat 'em up is Streetfighter II.

92

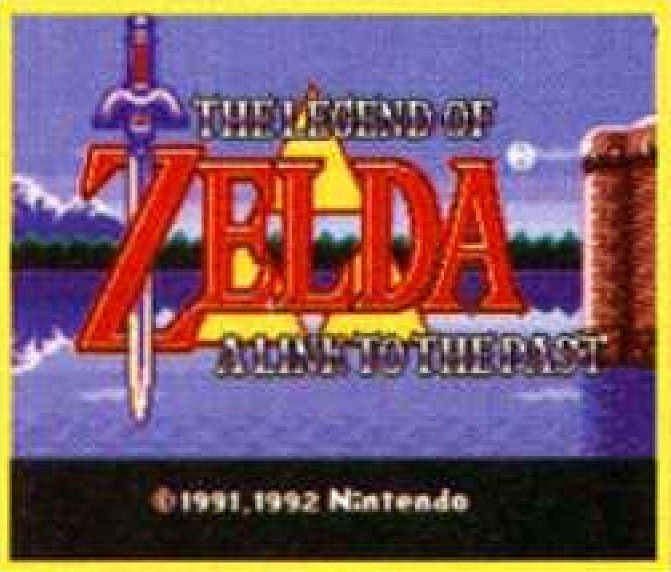
REVIEW

SUPER NES

1 PLAYER

8 MEG

RPG GAME



PRICE:£45

BY: NINTENDO

RELEASE
NOVEMBER

CONTROL
1 JOYPAD

GAME DIFFICULTY
MEDIUM\HARD

CONTINUES
UNLIMITED

SKILL LEVELS
1

RESPONSIVENESS
EXCELLENT

1ST DAY SCORE
1 PENDANT

ORIGIN
Third in the popular adventure series, parts 1 & 2 available on the NES.

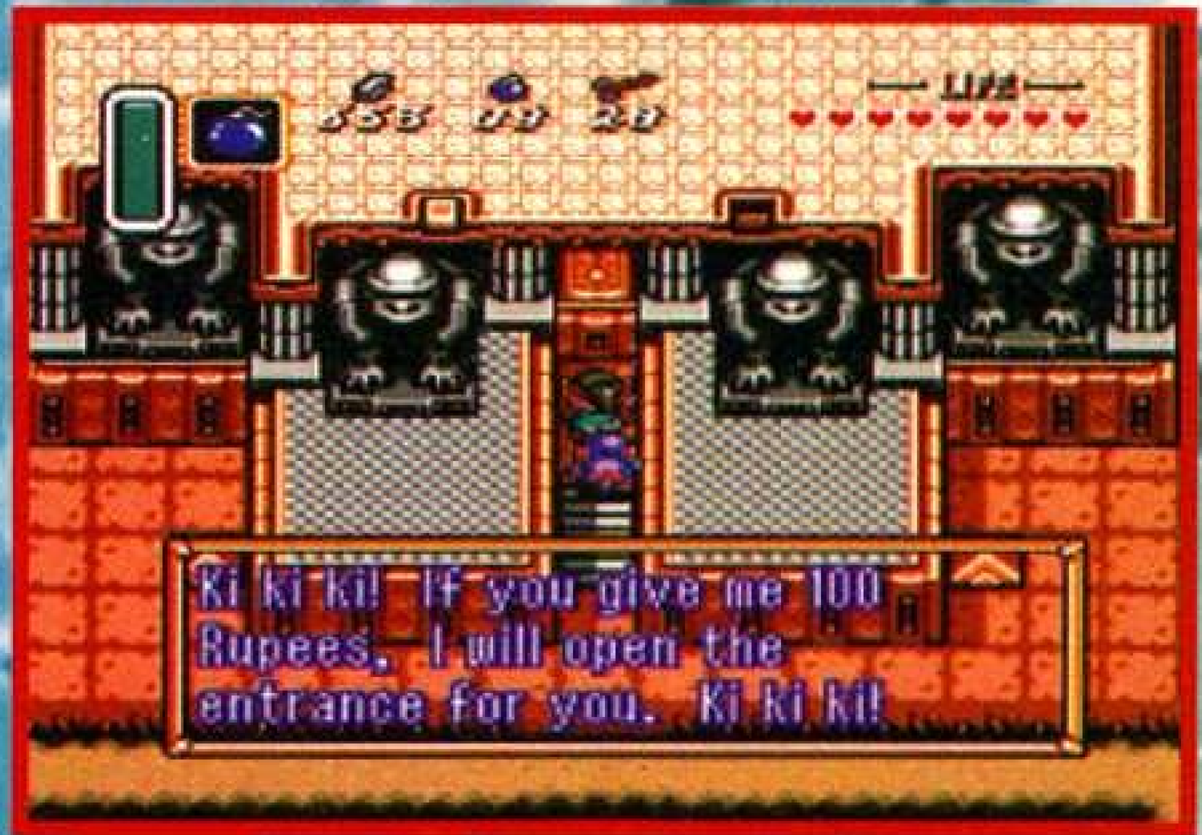
ZELDA

It's dark. You are tucked up in bed and drifting into sleep. The only sound outside is the rain falling on the log roof of your forest cabin, and in the gloom you can hear the comforting noise of your father Link moving around. But then, almost inaudibly, comes a faint cry. A girl's voice, distant but earnest - a cry for help.

So begins Zelda 3, a truly epic adventure. Without giving too much away, I can tell you that the strange voice is the distress call of the princess Zelda, who is being held captive by the evil sorcerer, Agahnim, in the palace that used to be home of her father, King Hylas. The days when he was the benign ruler of the kingdom of Hyrule are long since gone, and there are mounting fears that Agahnim plans to bring some calamity upon the land. Even now, people are looking with dread to the old legends of the land of the Golden power, which unleashed evil upon Hyrule before it was sealed by the seven wise elders. Could Agahnim be foolish enough to join the two worlds?

Until now there has been nothing to stop him. He has the country in an iron grip, the palace guards are under his complete control and roam the provinces of Hyrule, looking for dissenters. The only possible threat to his power might come from the descendants of the wise elders, but it comes as no surprise to learn of their disappearance, one by one, finishing with the last - princess Zelda.

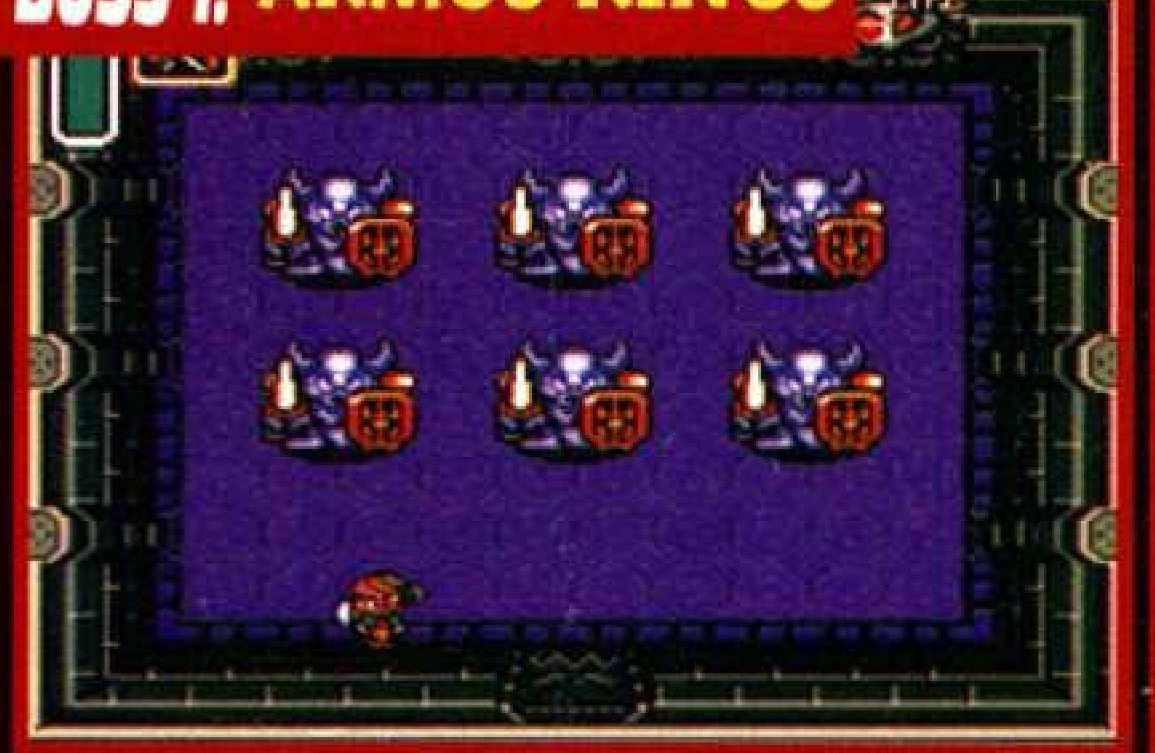
So, with Zelda disposed of, as everyone believes she is, the populace is in deep despair, but powerless to act. All seems lost. But you heard Zelda that night. She's not yet dead. And if anyone is in a position to save Hyrule, it's you. The quest won't be easy. Vast tracts of woodland, arid deserts and mountain ranges must be explored. Answers lie underground in caves and hideouts, and in the vast fortresses of evil that lie unexplored. Even then you may not have all the powers you need to complete your quest - and other worlds await.



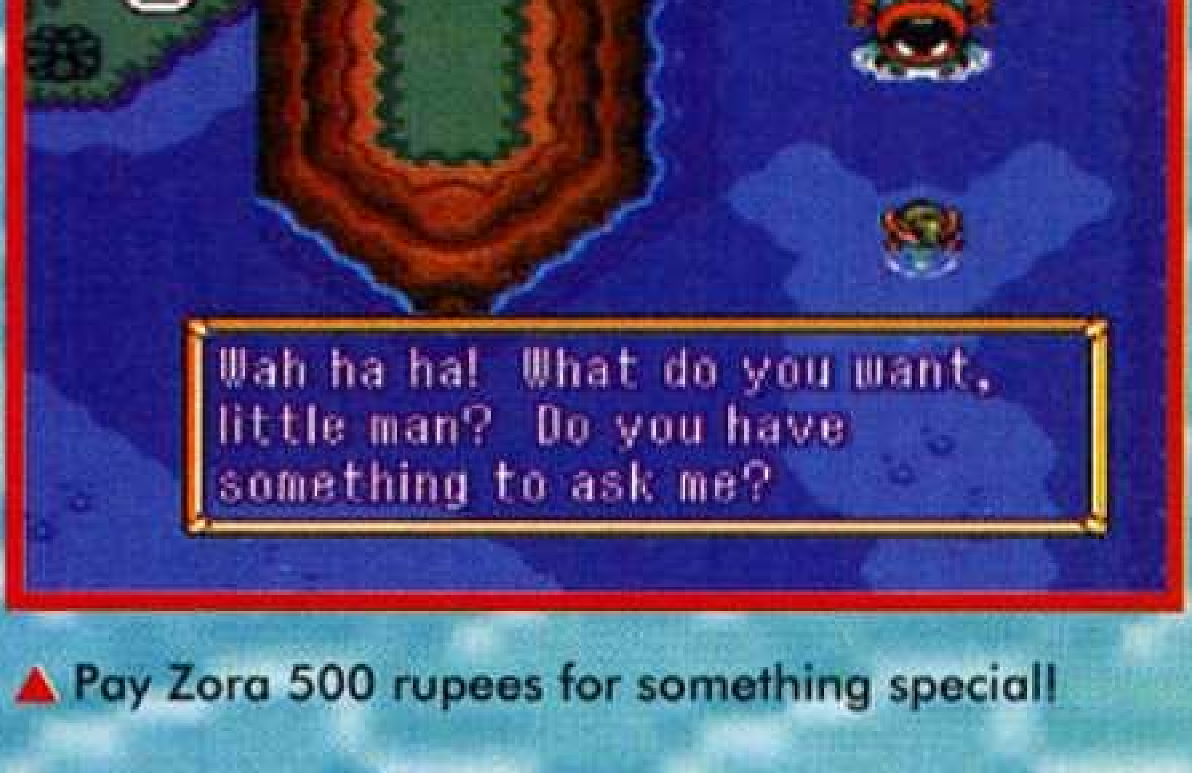
Ki ki ki! If you give me 100 Rupees, I will open the entrance for you. Ki ki ki!

▲ Link surveys the Dark Palace - inside is the Story Teller, who helps you with your quest.

BOSS 1: ARMOS KINGS



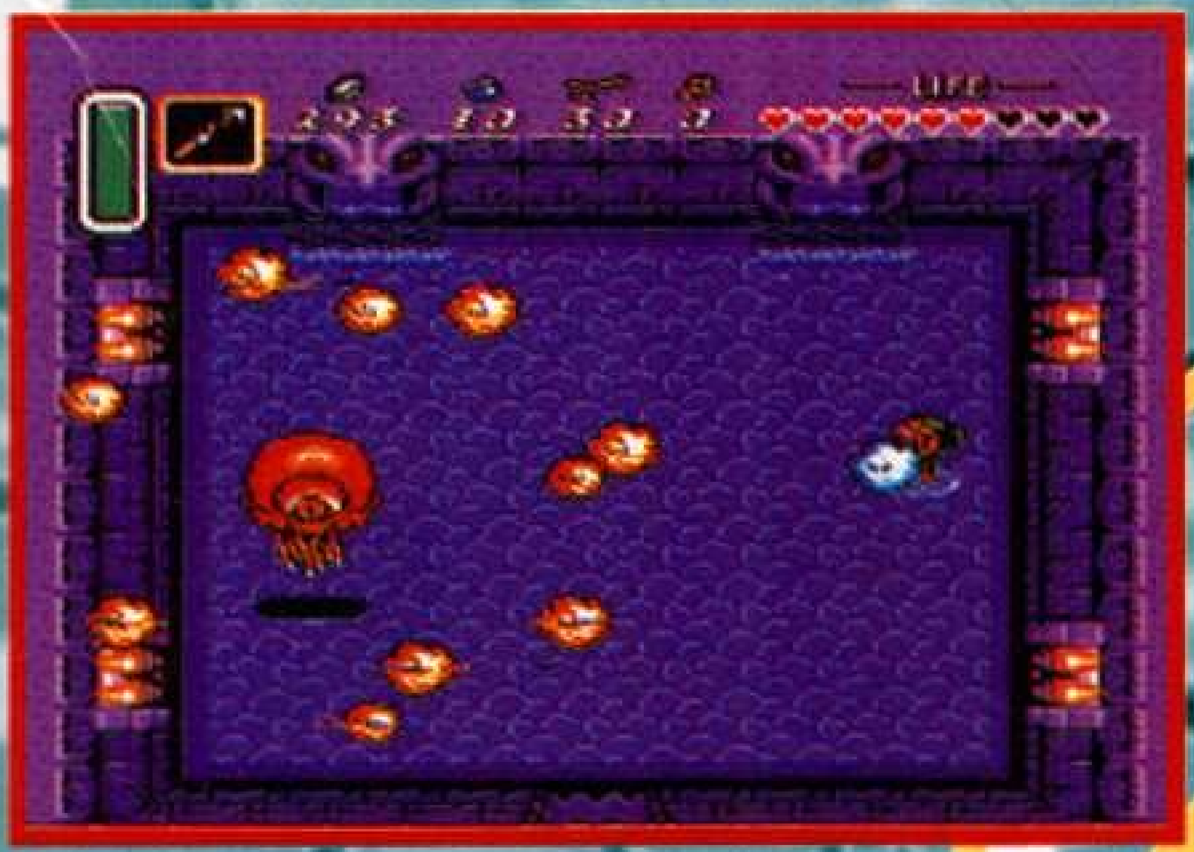
▲ The first boss you have to face guards the green pendant which lies in the eastern palace. In fact it's not one but six armour-clad knights, skilled in the art of formation-dancing combat. To defeat them figure out their predictable attack patterns and pick them off one by one with arrows.



Wah ha ha! What do you want, little man? Do you have something to ask me?

▲ Pay Zora 500 rupees for something special!

MAGICAL MYSTERY TOUR



▲ Link arrives in the Watergate Dungeon and does battle with the evil Arrghus. Use the Hook Shot to pull off Arrgi - small parasites that float around Arrghus. Attack the main meanie with your sword when all the Arrgi have been destroyed.

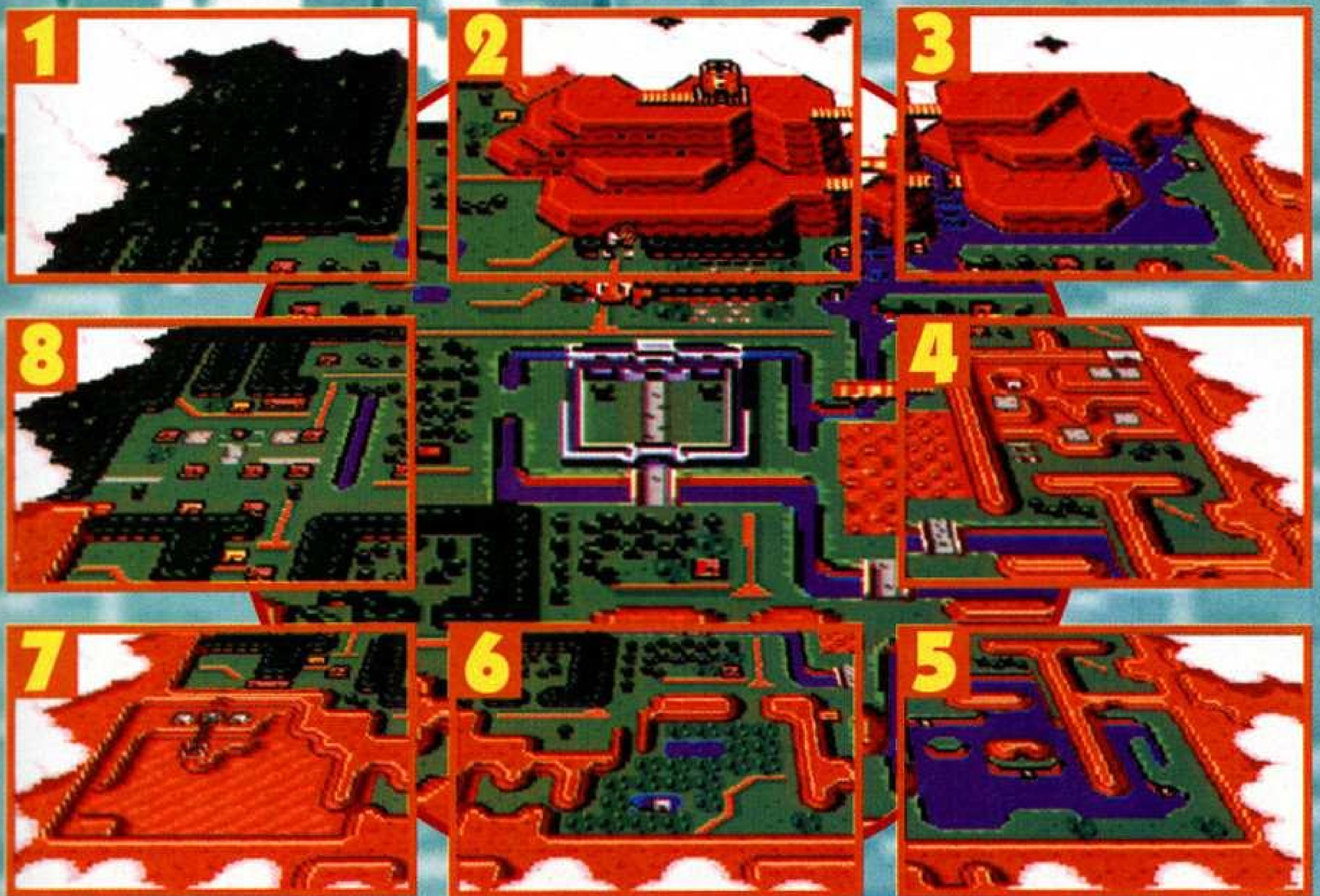
Zelda has two worlds, but you can only access the Dark world when you're well into the game. The first kingdom is your own - Hyrule, a square-shaped sort of country bounded by rocks. You live in the forest in the centre. To the north is the brooding palace of King Agahnim. To the west, the peaceful village of Kakariko, where one of the elders is reputed to live. You should find help there, but be warned, not everybody is on your side.

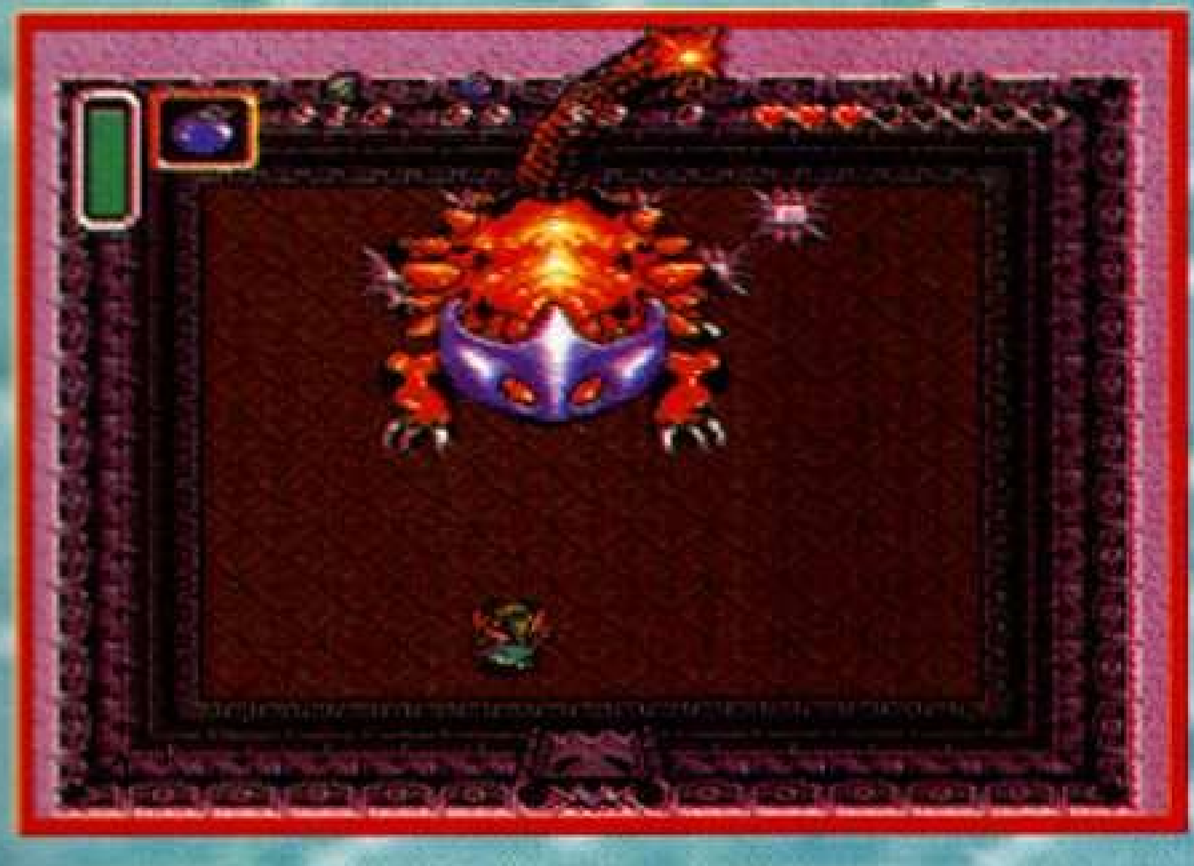
A major feature of Hyrule is the massive lake Hylia in the south-east. Rivers to it cover the whole land, and being able to travel on it would be a bonus. Caves are dotted round the shore, and although no-one ever sails on it now, there are reports of an island at its centre.

Further out, are those mysterious places known to exist by the inhabitants of Hyrule, but shunned because they are infested by Agahnim's cohorts and present a deadly threat to the traveller. To the north-east are the Death mountains, too steep to be attempted from the outside. Tumbling from these crags are the waterfalls of Zora and the waterfall of wishing, which gullible souls like to believe grant your dreams.

LOCATION GUIDE

- 1: LOST WOODS
- 2: SPECTACLE ROCK
- 3: DEATH MOUNTAIN
- 4: EASTERN PALACE
- 5: LAKE HYLIA
- 6: SWAMP RUINS
- 7: DESERT OF MYSTERY
- 8: KAKARIKO VILLAGE





▲ An encounter with the Helmasaur king. Crivens!

However, places of even greater danger than these exist. The vast desert of mystery to the south surrounds the huge sandstone palace, abandoned for centuries, all its treasures sealed underground. In the east lies another massive palace hidden in a labyrinth of walkways lined with stone sentinels.

The lost woods lie in the north-west, which are given a wide berth by the villagers of Kakariko because of their gloomy aspect and the strange cries that emanate from within their depths. But lore has it that the powerful Master Sword is hidden there, an essential weapon in your quest. Finally, dwarfing everything else, is the Mountain Tower of the north, the site of the ancient gate between the Light and Dark worlds.

COMMENT

GUS

The bottom line is...Zelda is excellent. I have to say that before I go on to enthuse about countless other things, so that the message stays clear: buy it and you won't regret it. What you will have is a game of enormous depth, excitement, even humour, but most of all quality. It's the quality of design and implementation that is most striking about Zelda. The graphics are stunningly designed to appear 3-dimensional with brilliant colouring and the animation is wonderfully detailed: just witness lever-pulling or combat. Sound is not just superb but atmospherically arranged to suit the phase the game is currently in. Putting all the technical wizardry aside, Zelda most impresses me as a brilliantly thought out adventure. The puzzles are ingenious and challenging but never too obscure, and the feeling is that progress is always possible. Solving the problem of getting the Moon Pearl or finding secret passages in the Desert Palace is so satisfying. But there's still masses of combat action to be had, and you'll have a tough time against some very serious bosses. This is one of the few games that rewards exploration, and there's loads below the exterior still waiting to be discovered (by me!). You don't feel herded into a fixed agenda, and the unlimited continues prevent frustration setting in. As I said at the top - buy Zelda 3. I defy you not to enjoy it.

REVIEW

How To Control

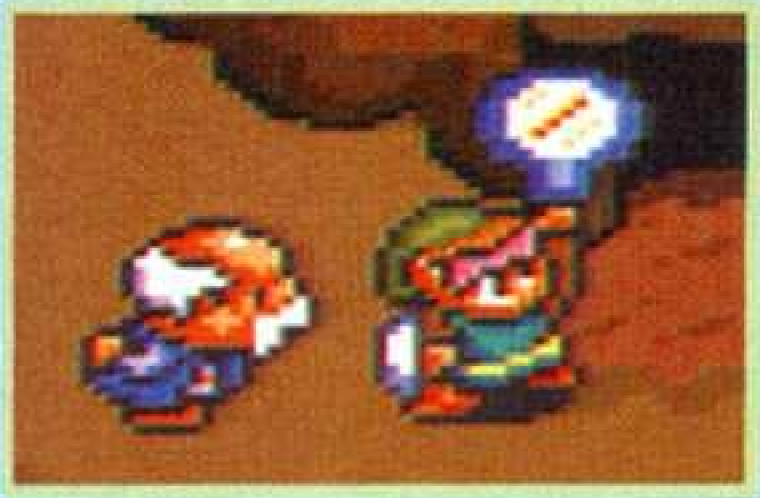
MOVEMENT OF PLAYER

Y	USE ITEM
B	USE SWORD
X	GO TO MAP
A	ACTIONS (LIFT,PULL,TALK,RUN etc.)
L	NOT USED
R	NOT USED
S	**SELECT BUTTON:** SAVE POSITION
S	**START BUTTON:** INVENTORY

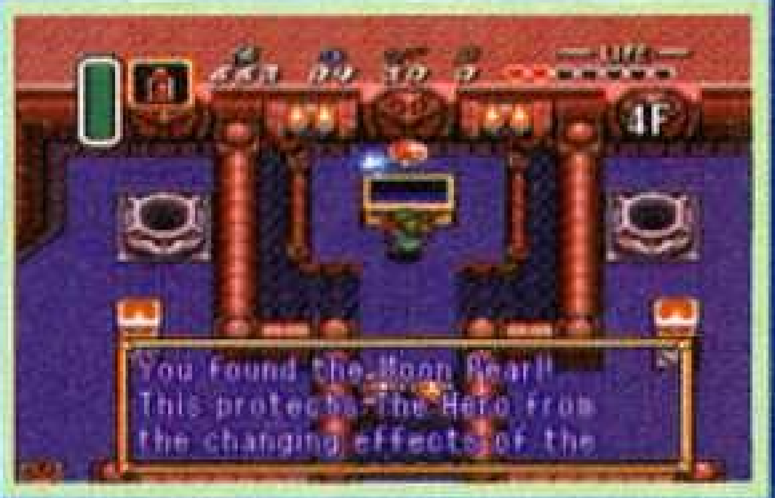
How To Play

Zelda is an arcade adventure that will test both your action and strategic skills. You have to explore the vast land of Hyrule in search of items and information to help you complete the quest and defeat Agahnim. It's up to you to discover how to use these items by trial and error, or by talking to someone who may know more. First on the agenda is a means with which to protect yourself, because the place is crawling with Agahnim's guards. Various weapons, some magical can be found, but they are all useless unless you learn the art of combat. Your life-force isn't infinite, so finding a way to maintain and extend it is necessary. But first, you should find the origin of Zelda's plaintive cry.

HIDDEN WONDERS



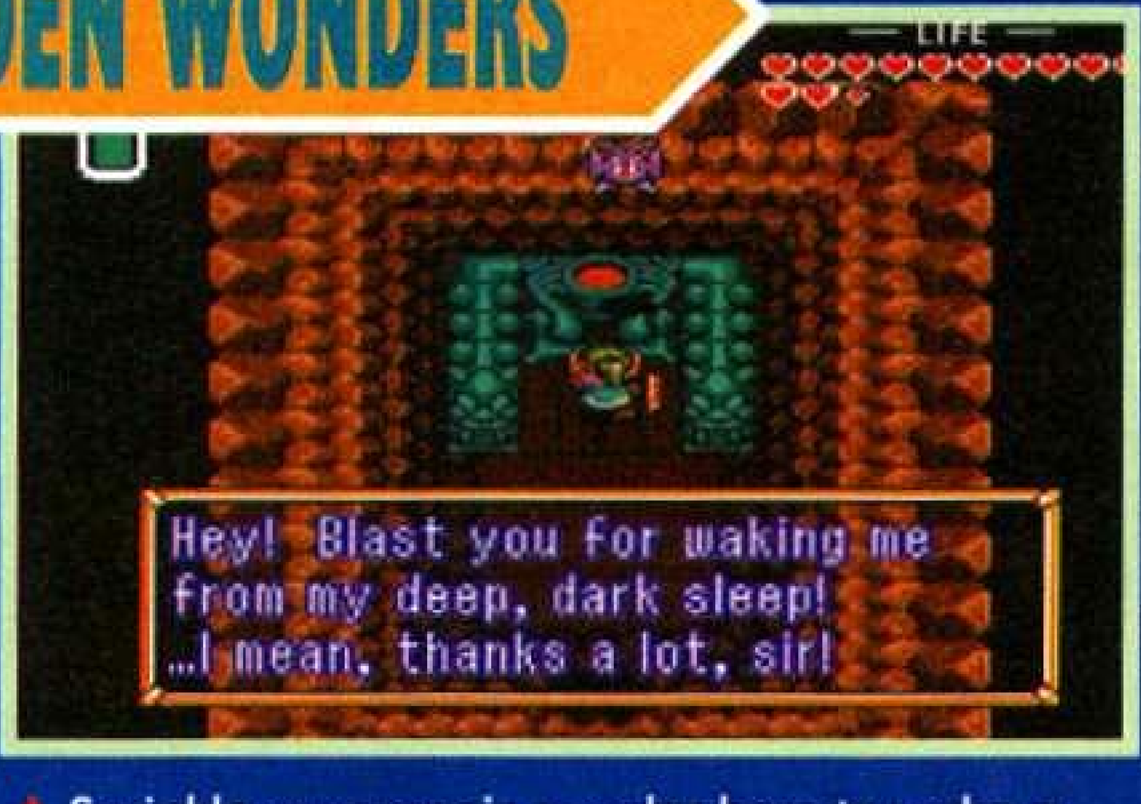
▲ Meet the Old Man of the Mountain. Escort him to safety to earn the Magic Mirror!



You found the Moon Pearl! This protects the Hero from the changing effects of the

You can tromp around the world of Zelda and not notice things that are right under your nose. Look a little more carefully and you might wonder what's behind that cracked wall there, perhaps you might be able to blast your way through. What's under these boulders? Is there any way to lift them and find out? You may find it profitable to mow someone's lawn. Things that seemed useless before begin to make sense when you warp back to them later. The whole place is choc-full of secrets and rewards!

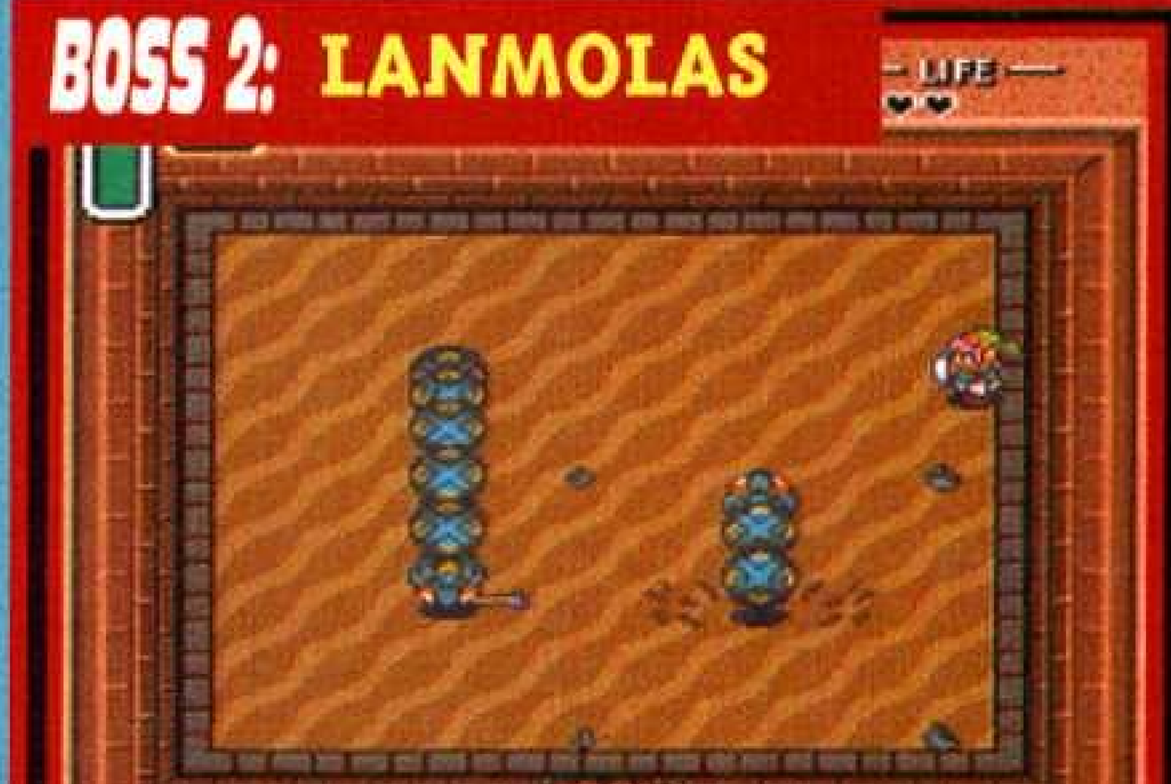
Also, you're bound to get stuck. Perhaps at a dead end with nothing but a huge statue. Or how on earth do you reach those ladders that start so high up? After all, you can't float on air. ah, but you can float on water...



Hey! Blast you for waking me from my deep, dark sleep! ...I mean, thanks a lot, sir!

▲ Sprinkle your magic powder here to wake a little purple winged demon. Annoyed at this sudden awakening he shoots at you, unwittingly doubling your magic power.

BOSS 2: LANMOLAS



▼ Watch out for the Lanmola! These sand worms regularly surface, causing many problems for Link.

▲ Boss 2 is a tougher challenge. These three monstrous sandworms guard the red pendant jealously. The sandy floor of the desert palace allows them to erupt from under your feet and then disappear as quickly. As they come up they spew rocks in all directions. Since their heads are the only vulnerable part of their bodies, multiple hits there will yield results.

GOING UNDERGROUND

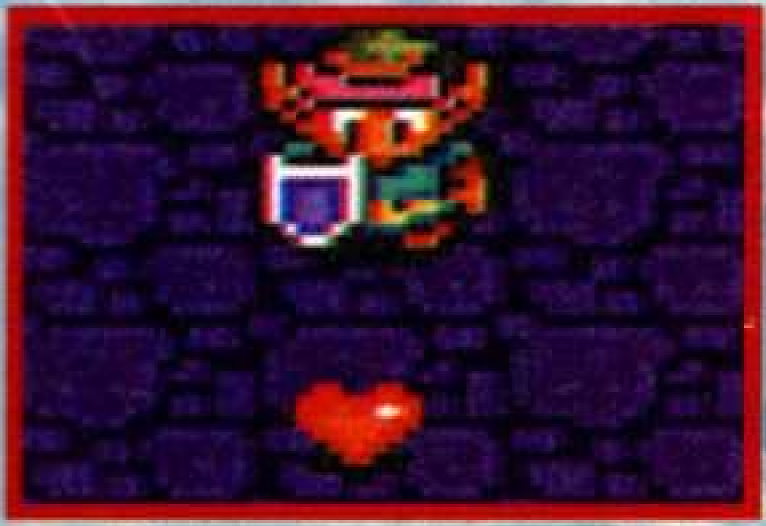
A lot of the quests in Zelda lead you into labyrinthian dungeons. You could easily get lost in the maze of corridors and walkways, but remember that there are four essential items, common to all dungeons, that you always have to find. They are:

MAP: This is contained in a chest somewhere in the dungeon. It allows you to see all doors - even hidden ones - and reveals rooms you haven't already explored. An important item to find.

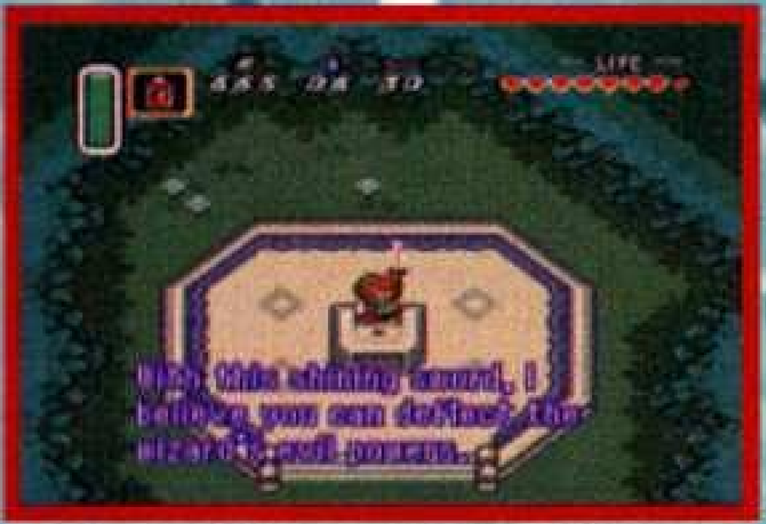
COMPASS: The compass marks the location of the dungeon boss as a skull on your map, saving time when you have accumulated everything you need to do battle. Make sure you explore the dungeon thoroughly, though.

KEYS: Every dungeon has some doors that are only accesible by using keys. You have to search hard to find them all, because there are only just enough. Try chests, pots or even enemies to get them.

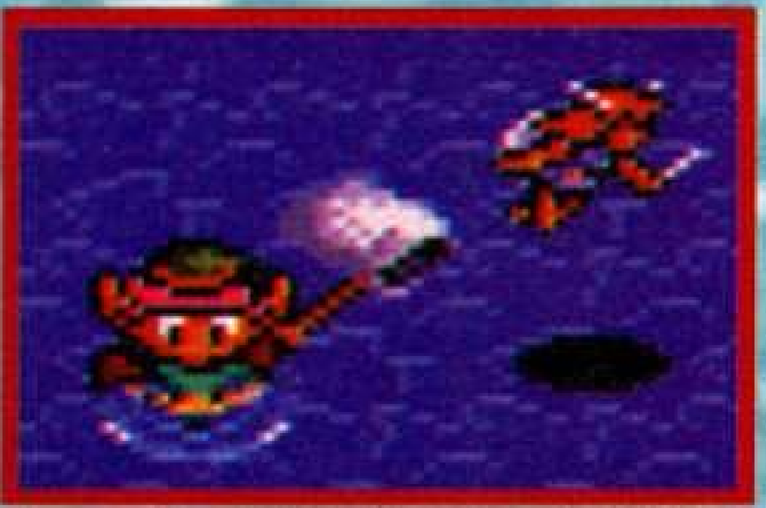
BIG KEY: This special keyunlocks particular doors or chests with large keyholes. It is also a priority item because these locks are usually the vital ones to be unlocked



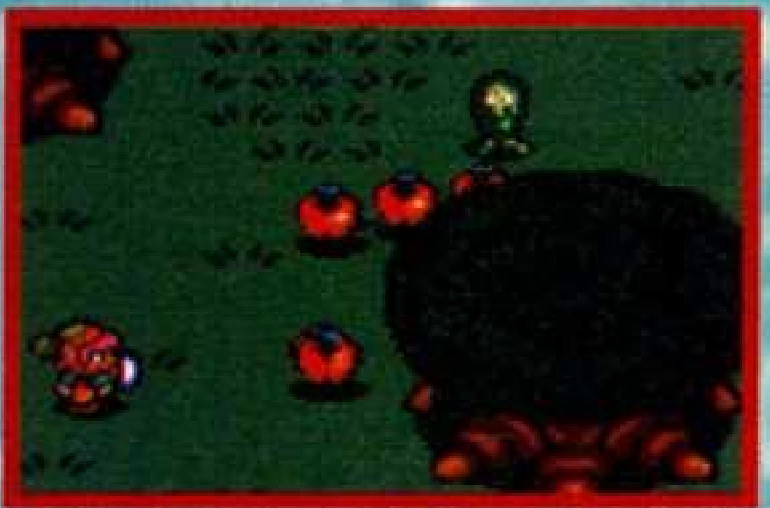
▲ Collecting these hearts is essential to prolonging Link's life-span. These help replenish our hero's energy bar and are found inside the likes of bushes and pots!



▲ Link needs to collect three Pendants of Power in order to pull the Master Sword from its sacred resting place in the Lost Woods.



▲ The net is used to capture the likes of fairies and bees!



▲ Charging at some trees causes them to drop precious gifts.

TAKE UP ARMS

You won't get taken seriously in Hyrule unless you arm yourself with some decent kit. Naturally, the best monsters are going to nab the best gear, so you might have to fight a gruesome beast to get some of the smarter arms available later in the game. However, here's a rundown of some of the tasty death-dealing doobries up for grabs:

SWORD: Four varieties for you to find - sharp, very sharp, extremely sharp and ooyah! Link, your father, has taught you the secret family technique of devastating swordsmanship. Hold down the B-button to power up your sword for a mega swipe.

BOOMERANG: Useful, and found early on. These shots stun a lot of baddies and they always come back to you!

BOW: You need to find arrows to make this any use, but they are freely available. Pretty devastating to most foes.

BOMBS: As well as maiming just about everything that moves, these are very handy for opening secret doors.

BOOTS: Strange to think of them being offensive weapons, but these are better than steel-capped docs. Hold the A-button down when wearing them for a charging attack.

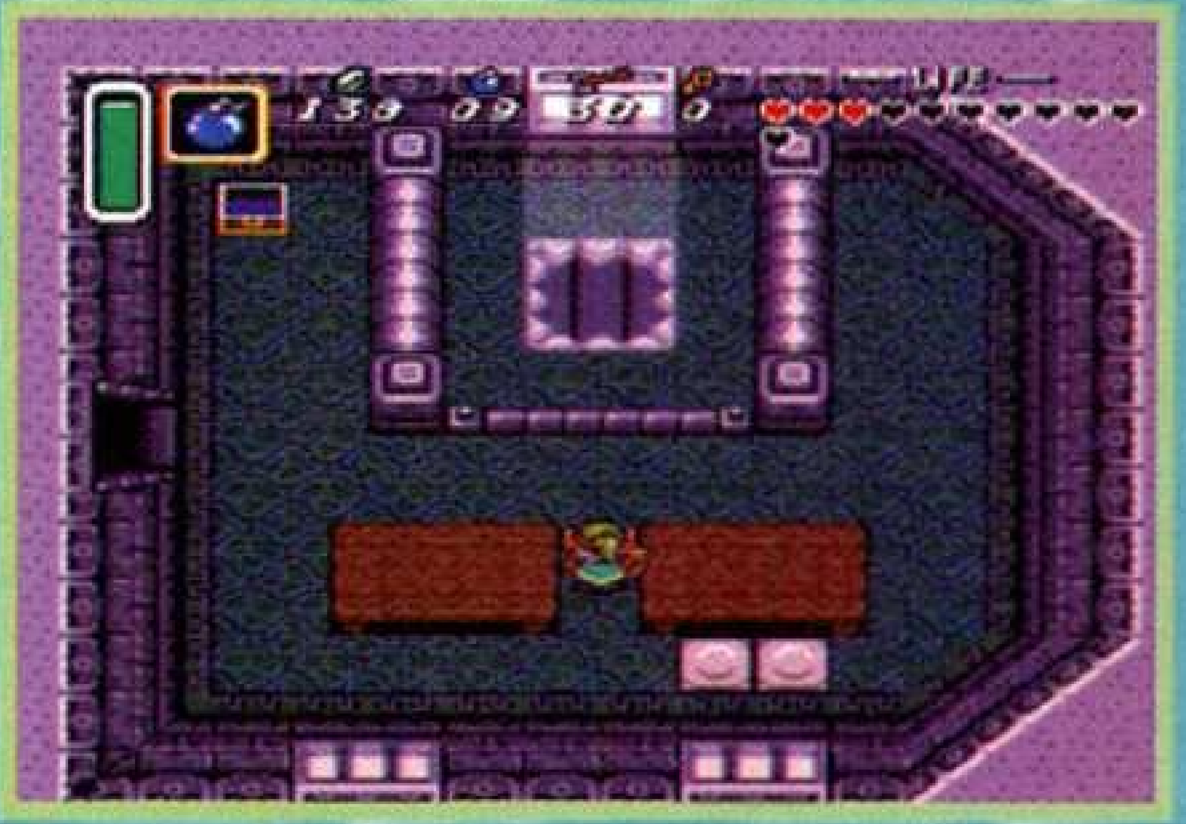
ICE WAND: Use this to fire a blast of chilly air in the direction of any bad guy, and it should be frozen, to be disposed of at your leisure.

HAMMER: Not available in the Light World, the hammer will drive in stakes or smash creatures resistant to other weapons.

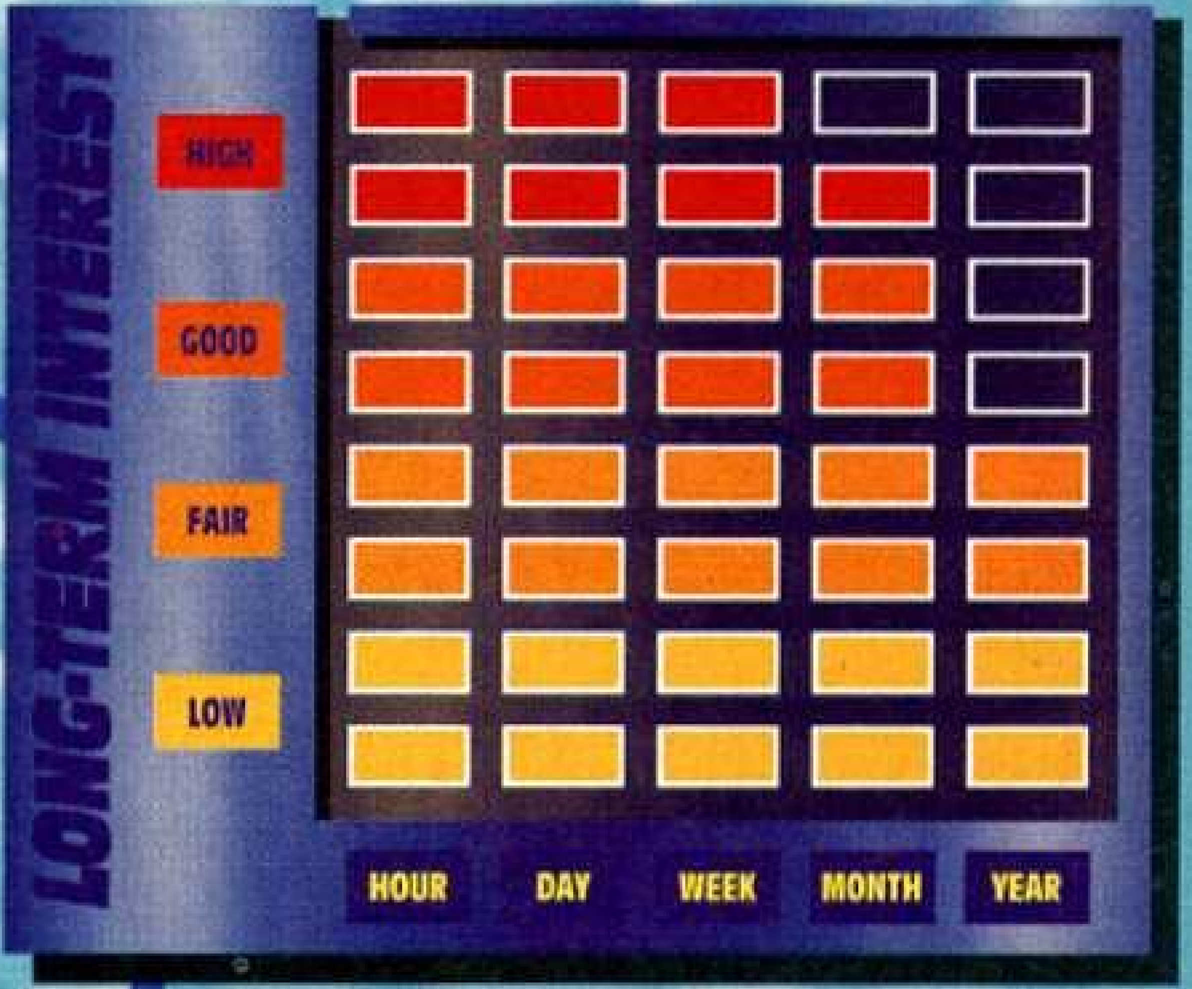
HOOK SHOT: A brilliant Batman-type hook that will pull baddies in to get swiped, or pull you across a yawning gap.

FIRE WAND: Like ice, but instead fires a blast of fire into unfortunate enemies. Effective.

MAGIC MEDALLION: The ultimate in multi magi-sticity, just raise the medallion to summon the powers of the air, who will promptly paralyse any evil creatures.



▲ In the upstairs chamber of the Gargoyle's Domain throw a bomb into the centre of the floor where it is weak to let sunshine into the murky palace.



COMMENT

JAZ

It's always difficult thinking of things to say about games which are virtually perfect. Zelda is a case in point - its visual appeal will be utterly apparent from the screenshots. Its scale and epicness have already been discussed. What impressed me most though was the tremendous degree of thought which has gone into the controls. There's an absolute stack of objects to manipulate, people to talk to and actions to perform, and every last one is logically and friendlily managed. Considering that Zelda such an enormous game, it's nothing short of miraculous that such a small amount of game time is spent wandering around waiting for things to happen. The next sub-quest is always explained clearly enough to give a good idea where in the massive map to head next without giving away too much. Anyone with the slightest inclination to investigate the role playing adventure genre should grab this one with both hands, and anyone who lacks that inclination needs their brains testing.

WHO ARE YOU?

Hyrule has a weird host of characters who may be able to help or hinder you along the way. That means you have to approach some with caution, but let's face it - you won't get that far without a little help from your friends. Here's a little casting list of the major players and their roles:

PRINCESS ZELDA: She's a spunky little lass whose main job is to give you guidance on your quest with her telepathic messages. She's one of the daughters of the Seven Wise Elders, so saving her is imperative. Unfortunately she has the annoying habit of being captured on a regular basis.

KING AGAHNIM: The slightly less than friendly ruler hellbent upon your destruction. He conducts his operations from his castle tower, and apparently his magic renders him invulnerable to physical harm. Boo!

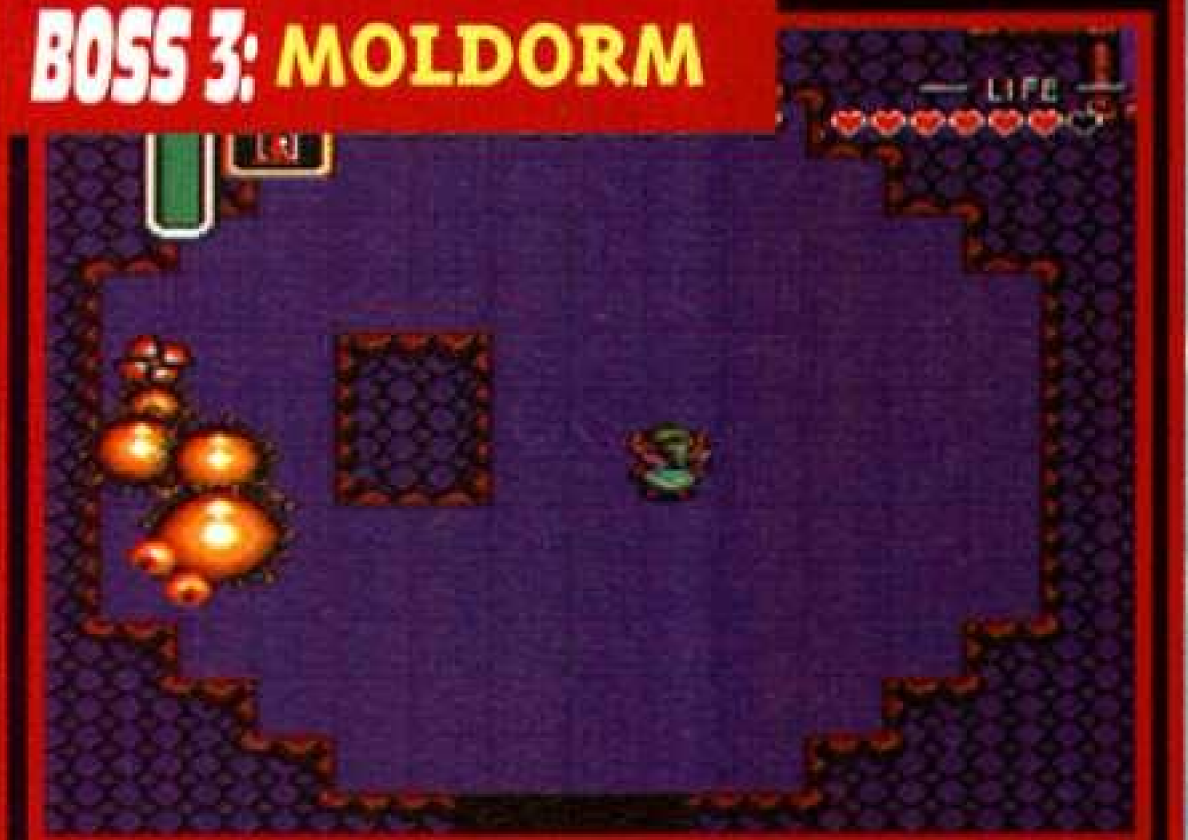
SAHASRAHLA: The wisest of the village elders, who has gone into hiding from Agahnim. If anyone can tell you about the folklore of Hyrule, it's him. He also has great psychic and magical power. 'Rah!

THE PIPER:A curious sort of fellow who hangs out with his woodland pals in the forests near Kakariko. He's a bit of a recluse, and it's part of your job to find out where the hell he gets to. You can hear him playing from a distance, and he is pretty handy on the flute.

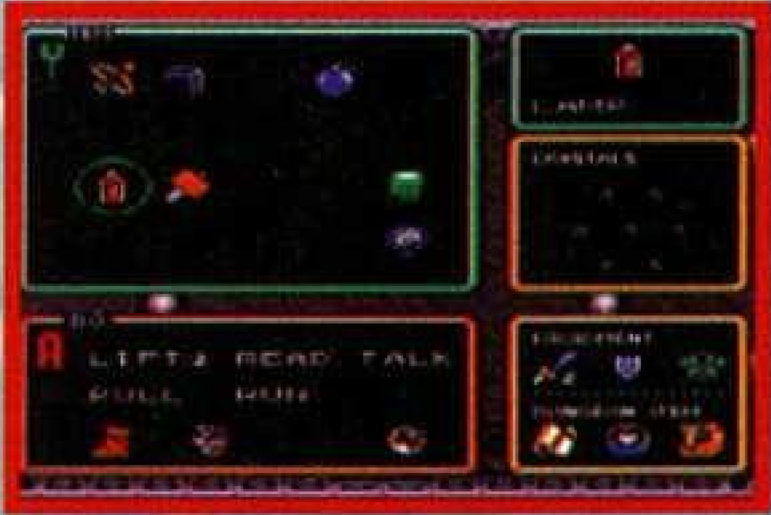
THE FORTUNE-TELLERS: Have you ever wanted guidance for the future? If so you probably gave your money to some old crone who ripped you off. Happily the clairvoyants of Hyrule are rather more helpful with their advice - like where to head for next!

KIKI: Not a man but a monkey! However, Kiki is a very handy monkey to have at a particular time.He lets you into places with his simian antics.

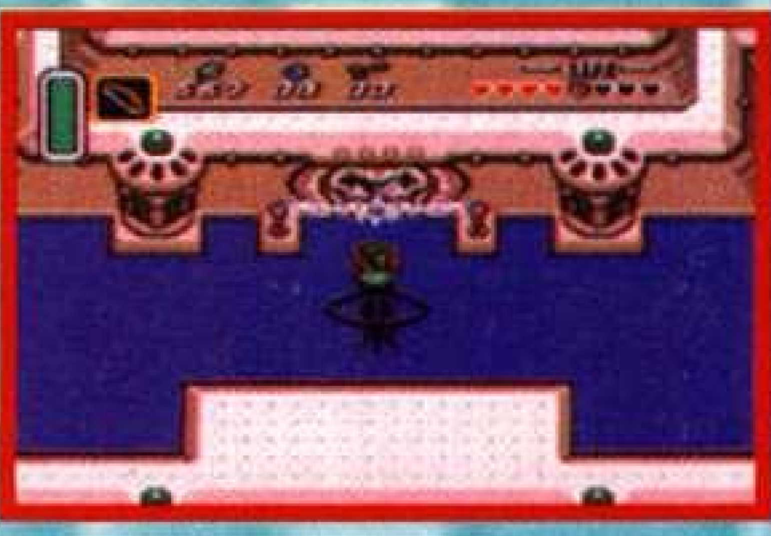
BOSS 3: MOLDORM



▲ By the time you reach this gross-out maggot monster you have reached the Mountain Tower and attained some nifty skills, but he's the hardest to beat so far. He spirals around a raised platform on the tower's highest level ready to knock you over the edge to the floor below. To add to your predicament, only his tail takes any damage, so aim there. Watch out for the backward momentum though!

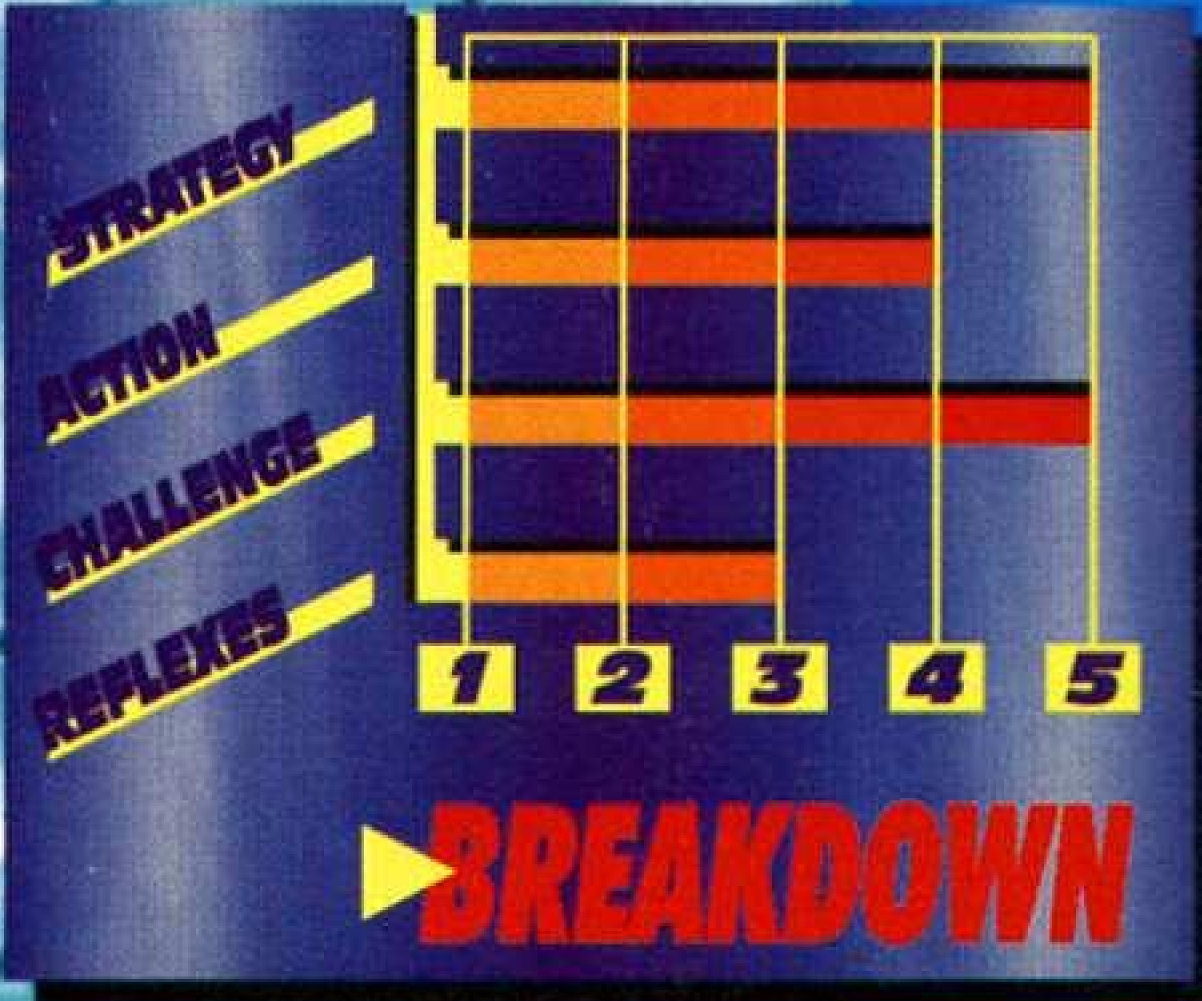


▲ Pressing START brings up the inventory window, which displays all your belongings.



▲ This barrier can only be breached with the Master Sword.

RATINGS



PRESENTATION

▲There's an engaging intro., clever in-game prompting and an invaluable hints book.
▼ The restart points sometimes require you to retread a bit of ground.

93

GRAPHICS

▲ Scrumptious backdrops and excellent animation throughout.
▼ Very little to fault - perhaps it's a bit too colourful at times!

96

SOUND

▲ A soundtrack to match the action with tons of tunes and innumerable effects.
▼ Of course you'll want the sound on - but a mute option never goes amiss.

95

LASTABILITY

▲This game is absolutely massive!! 12 major quests and dozens of missions will take weeks or months to complete - and you will want to.
▼ Little point playing it after you've finished it.

95

PLAYABILITY

▲ Gripping from the word go, Zelda develops perfectly to match your growing skills.
▼ Wandering montsers are sometimes an annoying distraction from the quests.

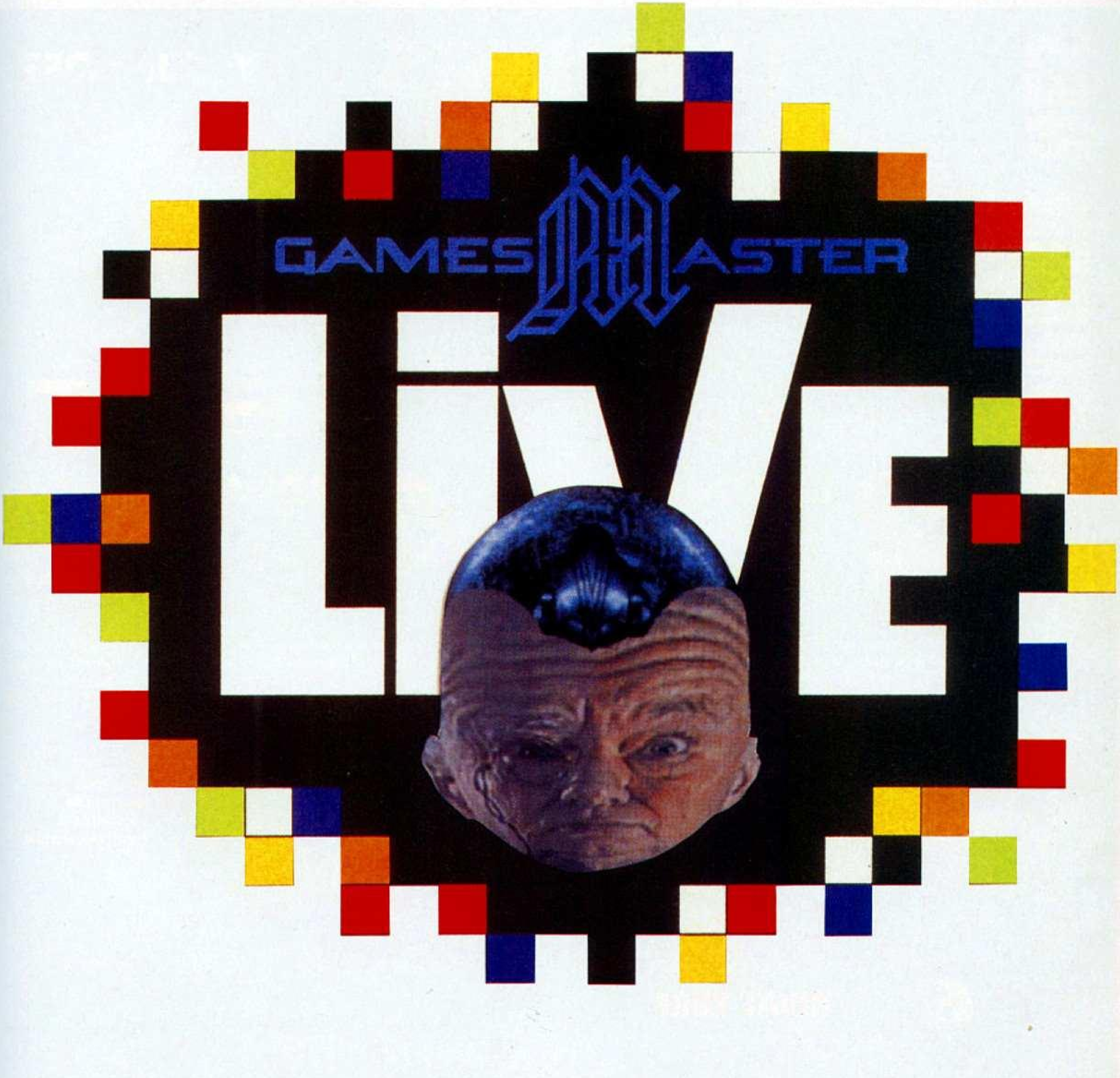
94

OVERALL

The best adventure you can get for any console. It's the bees knees, it's the cat's whiskers. It's the donkey's armpits - it's Zelda 3.

96

4TH-6TH DECEMBER 1992


GAMESMASTER
LIVE

NEC BIRMINGHAM

NEW CHARTS TOP 10

SUPER NES

1 LEMMINGS

BY: SUNSOFT

50 20 20 20 20 20 20 20 20

It appears that your efforts to guide these hapless creatures to safety have paid off. Lemmings is perched on top of the first ever official SNES chart. For those of you who are unfamiliar with the game, Lemmings requires the player to return gangs of clueless, green haired rodents to their seemingly impossibly placed homes located across over a hundred landscapes. Each screen has its own problems, some requiring the mind of a genius and the patience of a saint. Thankfully your charges have a number of different skills to aid them in their plight. Walls are overcome by climbers and dizzying heights are made light of by floaters. In all there are seven redeeming abilities for you to take advantage of. Don't be surprised if the Lemmings are camped out at the top spot for many months to come.

● **PRICE: £44.99** ● **MEG: 4**
● **GAME TYPE: PUZZLE/PLATFORM**

2 UN SQUADRON

- **BY: CAPCOM**
- **PRICE: £44.99**
- **NO OF MEGS: 8**
- **GAME TYPE: SHOOT EM UP**

Though there have been many horizontally scrolling shooters released for the SNES, U.N. Squadron remains to be the most impressive and, certainly, one of the most challenging games on any machine. The game is based on a popular Japanese comic series called Area 88 and puts you at the controls of the aircraft of one of three of the comics' heroes in the name of world peace.

4 ADDAMS FAMILY

- **BY: OCEAN**
- **PRICE: £44.99**
- **NO OF MEGS: 4**
- **GAME TYPE: PLATFORM**

Gomez has found himself with a distinct lack of family members. The reason being that they are all held prisoner in the far off corners of the Addams' residence by all manner of ghoulish guardians. This is the work of the evil judge who is the captor of Gomez's doom and gloom: Morticia. Help Gomez to save his family, his fortune and the night in this huge platform nightmare from Ocean.

3 CASTLEVANIA IV

- **BY: KONAMI**
- **PRICE: £44.99**
- **NO OF MEGS: 8**
- **GAME TYPE: PLATFORM**

Simon Belmont's fourth adventure has been the subject of much critical acclaim across the Atlantic and it is hardly surprising. Super Castlevania is a masterpiece of Gothic graphics supported by orchestral soundtracks. Besides all of this, the game is compelling and rewarding in many ways. Especially funky is the use of Simon's whip to swing across gaping chasms and bottomless pits. Beautiful.

5 FINAL FIGHT

- **BY: CAPCOM**
- **PRICE: £44.99**
- **NO OF MEGS: 8**
- **GAME TYPE: BEAT EM UP**

Capcom's brutal, brawling cart. is guaranteed to satisfy both masochists and pacifists alike as you fight to rescue the Mayor's daughter from the jaded clutches of an evil drug baron. Whacking great sprites, thumping good sound effects and kicking grooves that complement the action all add up to a game nobody should be without.

6	**RIVAL TURF**
7	**SUPER SOCCER**
8	**F-ZERO**
9	**SUPER TENNIS**
10	**SUPER R-TYPE**

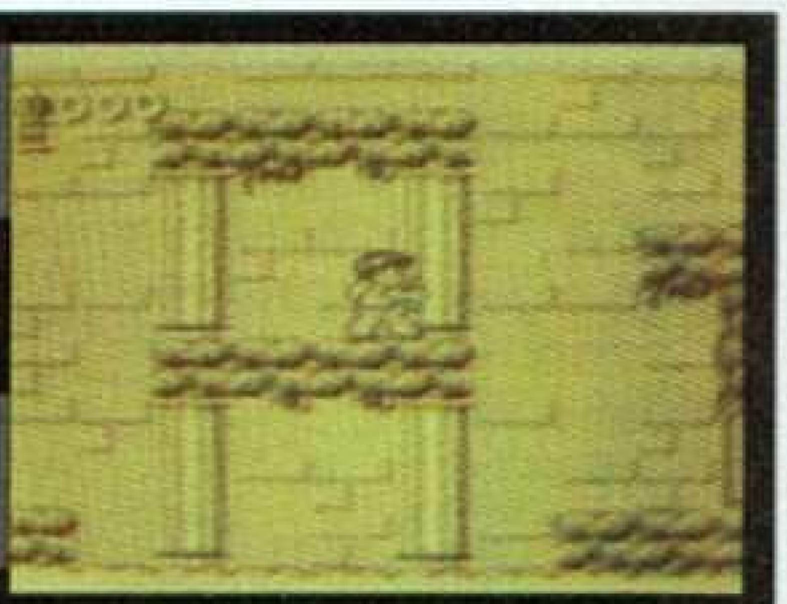
OFFICIAL NINTENDO CHART - SEPT 1992

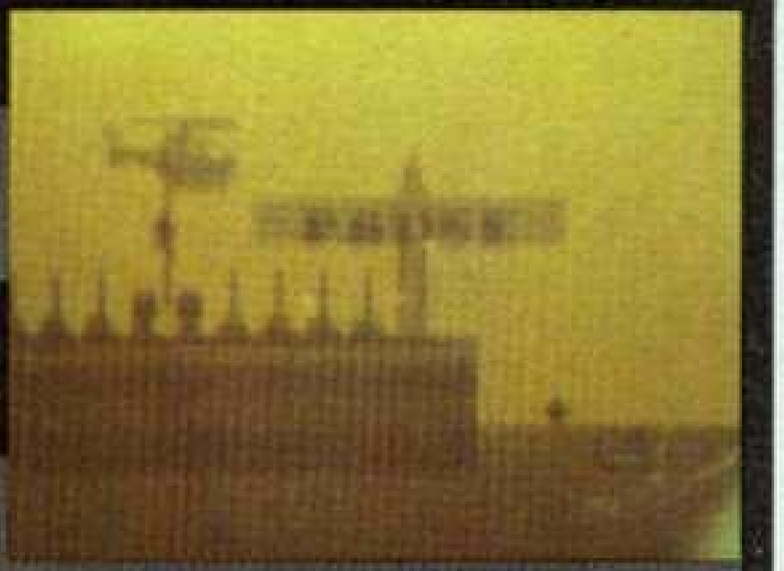
Welcome to the first ever official Nintendo charts covering all three Nintendo formats, Game Boy, NES and Super NES! Compiled using the most up-to-the-minute sales figures from retail outlets across the country. Thrill to the interesting array of lists before you, and read a little about games you may not have heard of. Each month, a different format will get the full-page ultra-detail treatment, this month it's the first ever SNES chart and next month it's the turn of all you Game Boy owners.

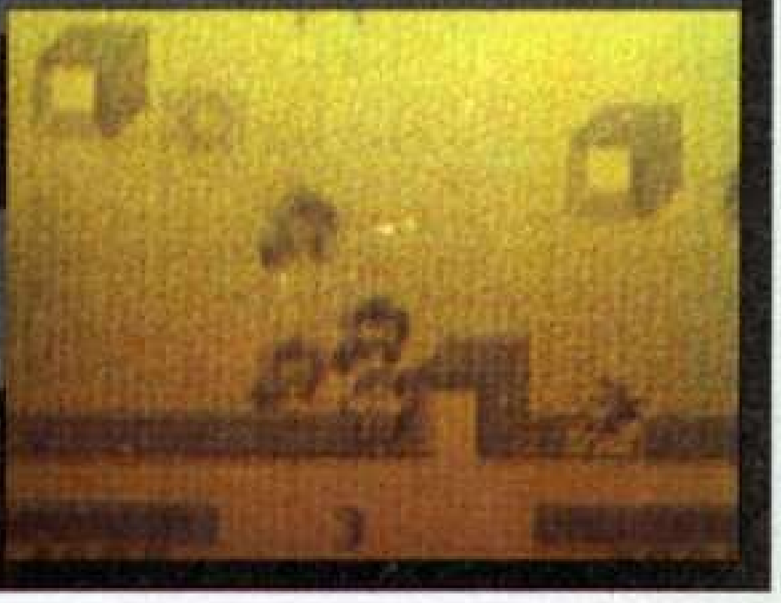
▲ - Going up ▼ - Going down ◆ - Non-mover RE - Re-Entry - - New Entry

GAMEBOY

1	◆	SUPER MARIO LAND
2	▲	HOOK
3	◆	DUCK TALES
4	▲	BART SIMPSON'S ESCAPE
5	-	KID ICARUS
6	RE	TURTLES II
7	▼	CHOPLIFTER II
8	-	MEGAMAN
9	▼	GAUNTLET II
10	RE	F-1 RACE

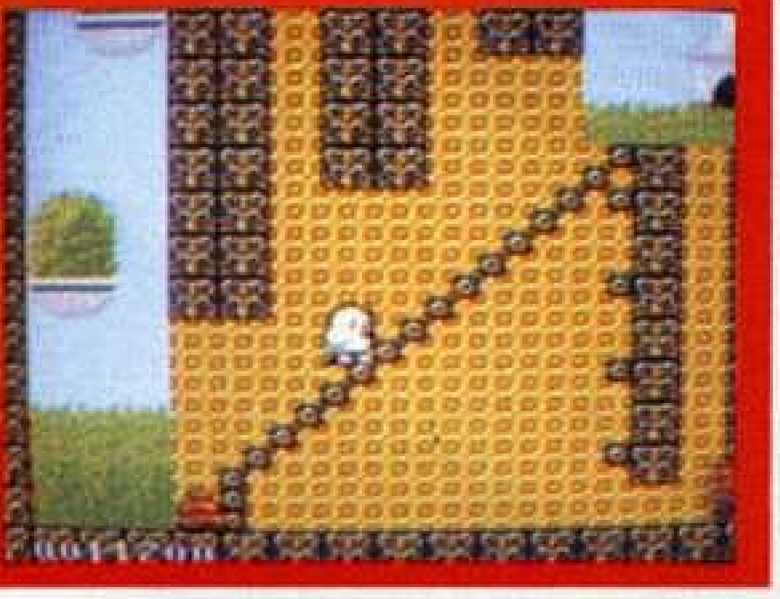






NINTENDO

1	▲	SUPER MARIO BROS 3
2	▼	RESCUE RANGERS
3	▲	HOOK
4	▲	TURTLES II
5	▲	ADVENTURE ISLAND II
6	-	WWF
7	RE	NES OPEN GOLF
8	▼	TURTLES
9	▲	FOUR PLAYER TENNIS
10	RE	NEW ZEALAND STORY



2 PLAYER

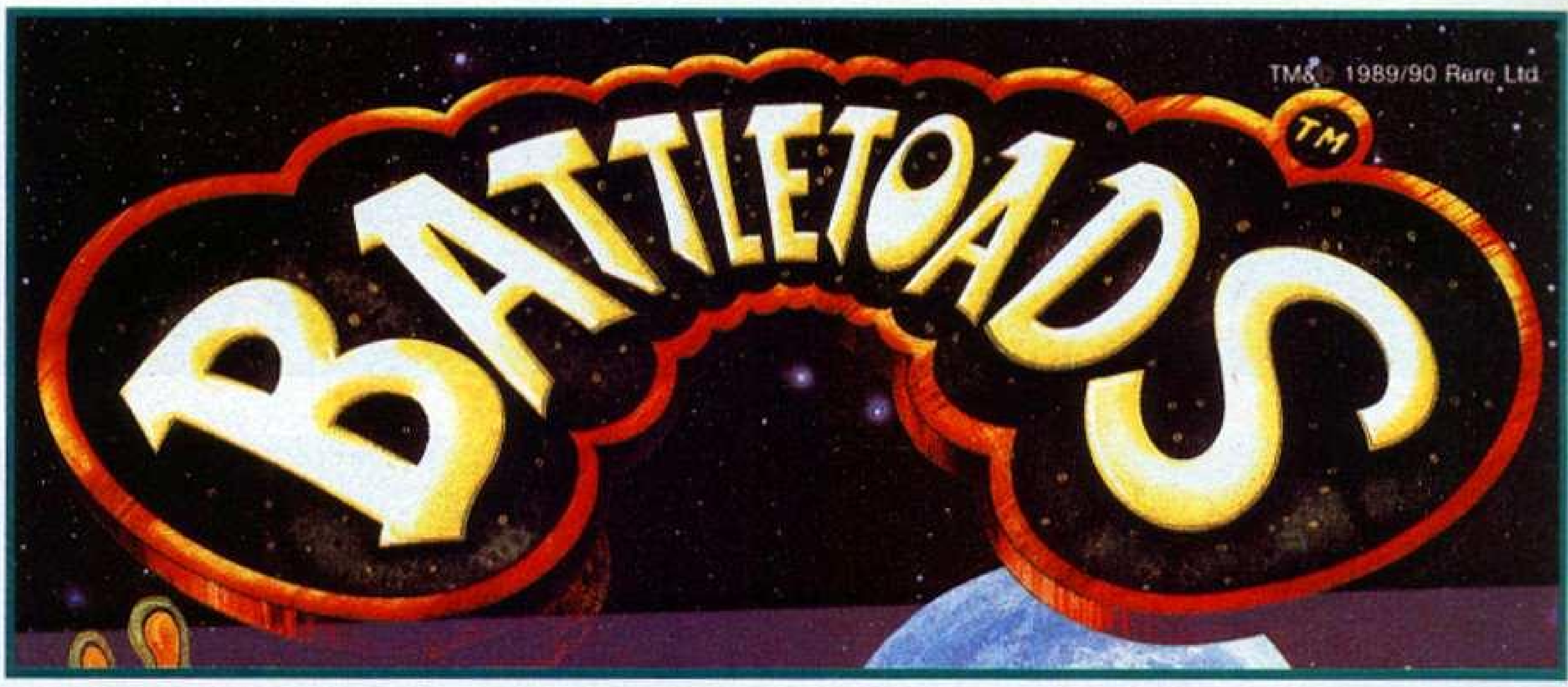
2 MEG

PLT GAME

BATTLETOADS

PRICE: £40.00
BY: RARE

RELEASE
T.B.A
CONTROL
1 OR 2 JOYPADS
GAME DIFFICULTY
HARD
CONTINUES
UNLIMITED
SKILL LEVELS
1
RESPONSIVENESS
GOOD
1ST DAY SCORE
250,000
ORIGIN
The three main characters are parodies of the tragically unhip Teenage Mutant Hero Turtles. The game itself has "borrowed" elements from many video games, including (amongst others) Teenage Mutant Hero Turtles, Double Dragon and Castelian!



Life as a toad doesn't sound very attractive does it? Not surprising really, considering the lot of the common Earth toad consists of muddy puddles, a diet of flies and pimply backs. But it so happens that the genetic hey-day of the toad is just about to arrive - in about the year 2434 to be precise. By then toads have left the squalor of the park pond and discovered the wacky delights of inter-stellar travel. Of course, evolution had a hand in all this, so the web-footed race had to learn unarmed combat on their way to this state of civilisation.

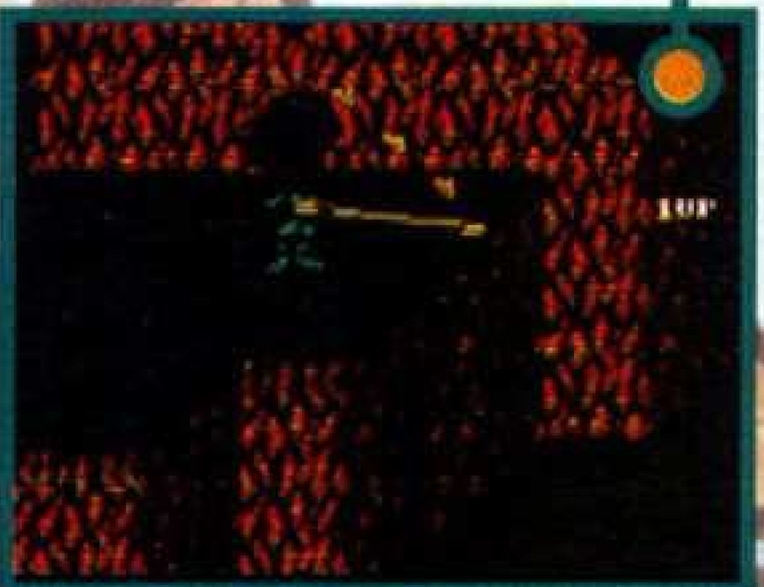
So, warping to that distant aeon, we find toads respected for their amphibian prowess across the galaxy, and none more so than the fearsome Battletoads, a trio who defend cosmic law and order from their Vulture space station. So respected are they, that one of them is regularly chosen to escort the princess Angelica as she darts around the planets attending charity fundraisers and such like.

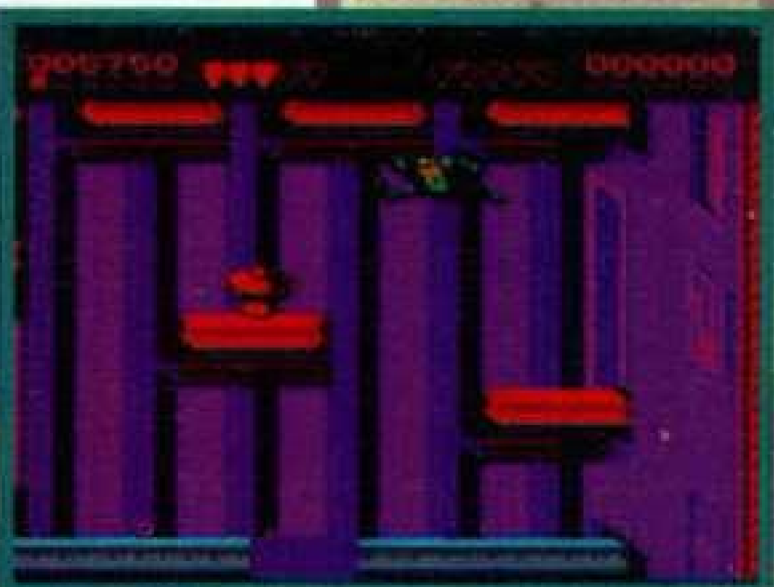
On one of these occasions the Dark Queen ambushes the princess and her escort, Pimple, in deep space then abducts them to her massive space lair - Gargantua. Dismayed, the heroic Battletoad alerts his two companions, Rash and Zitz, of the Dark Queen's plan. You join them as they land on the dark planet to confront the evil abductress.

Inevitably, the malignant monarch has made preparations to foil any rescue attempt. The captives are held deep within Gargantua beyond twelve levels of treacherous terrain and droves of loyal minions. To reach the Dark Queen requires all the skills the Battletoads have acquired in combat, flying, jumping, running and even abseiling. Even more outlandish skills are used along the way, when you have to ride writhing snakes or water-skim at lurching speeds. But for the Princess, and the honour of the Battletoads, you're going to give it your best shot.

FLYCATCHER

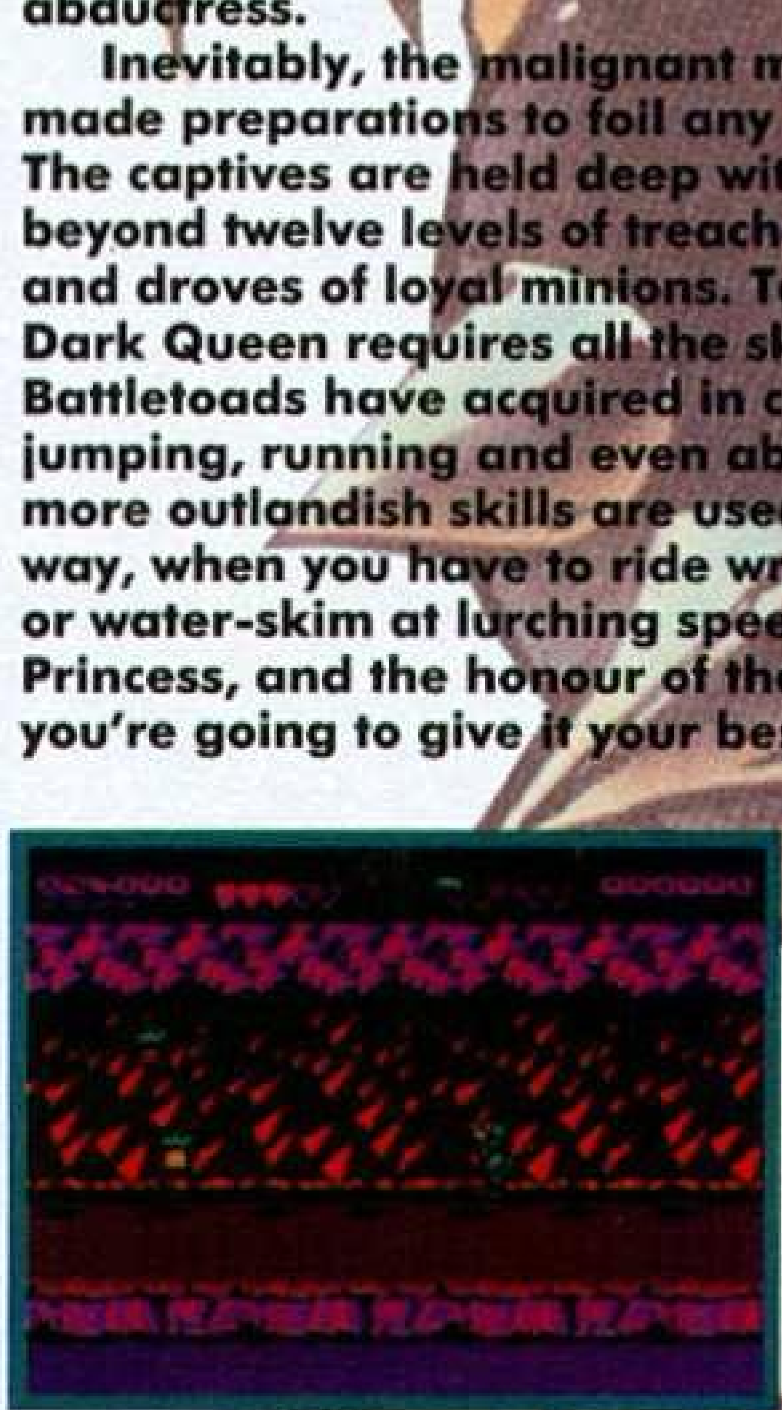
One habit of ancient toad behaviour dies hard - the art of fly catching. The Battletoads are endowed with their ancestors far-reaching tongues which are perfect for nabbing the occasional passing insect morsel. The effect of an entomological snack is quite startling - it replenishes some of the toads' precious lost energy. Watch out for these protein-packed snacks which hover in parts of the fortress.

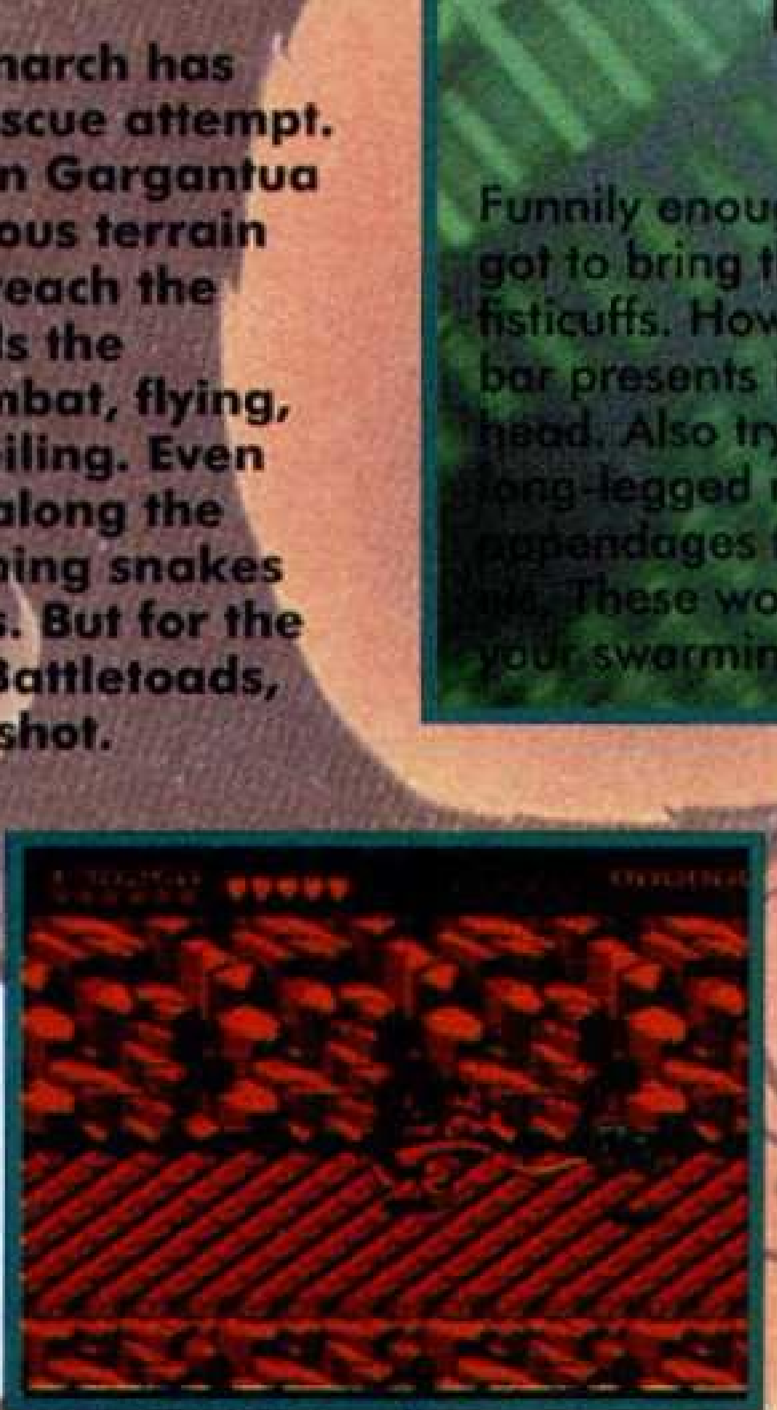


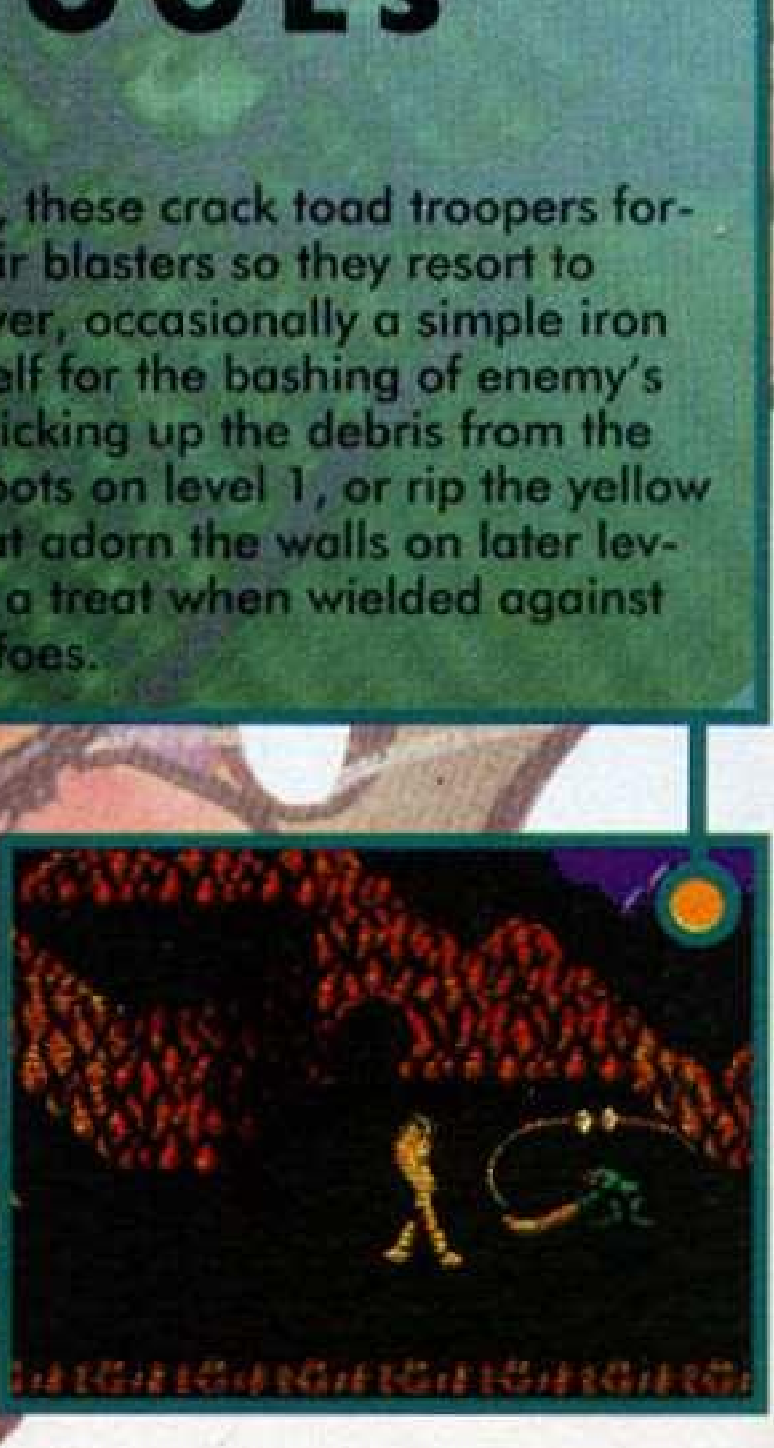


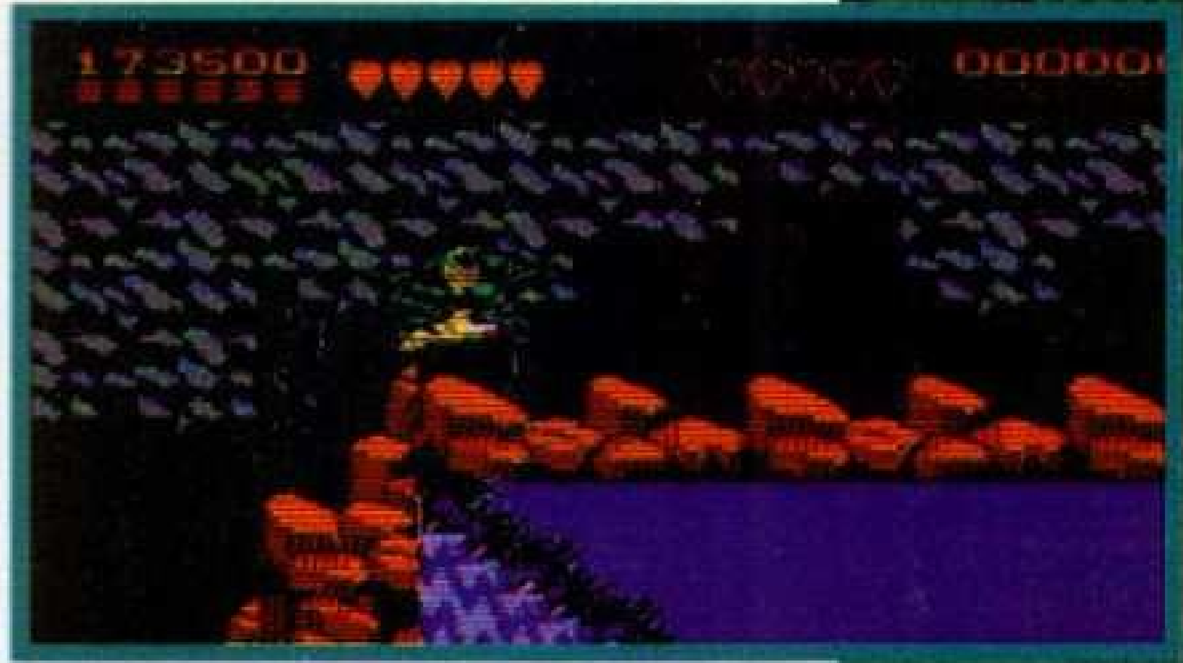
TOAD'S TOOLS

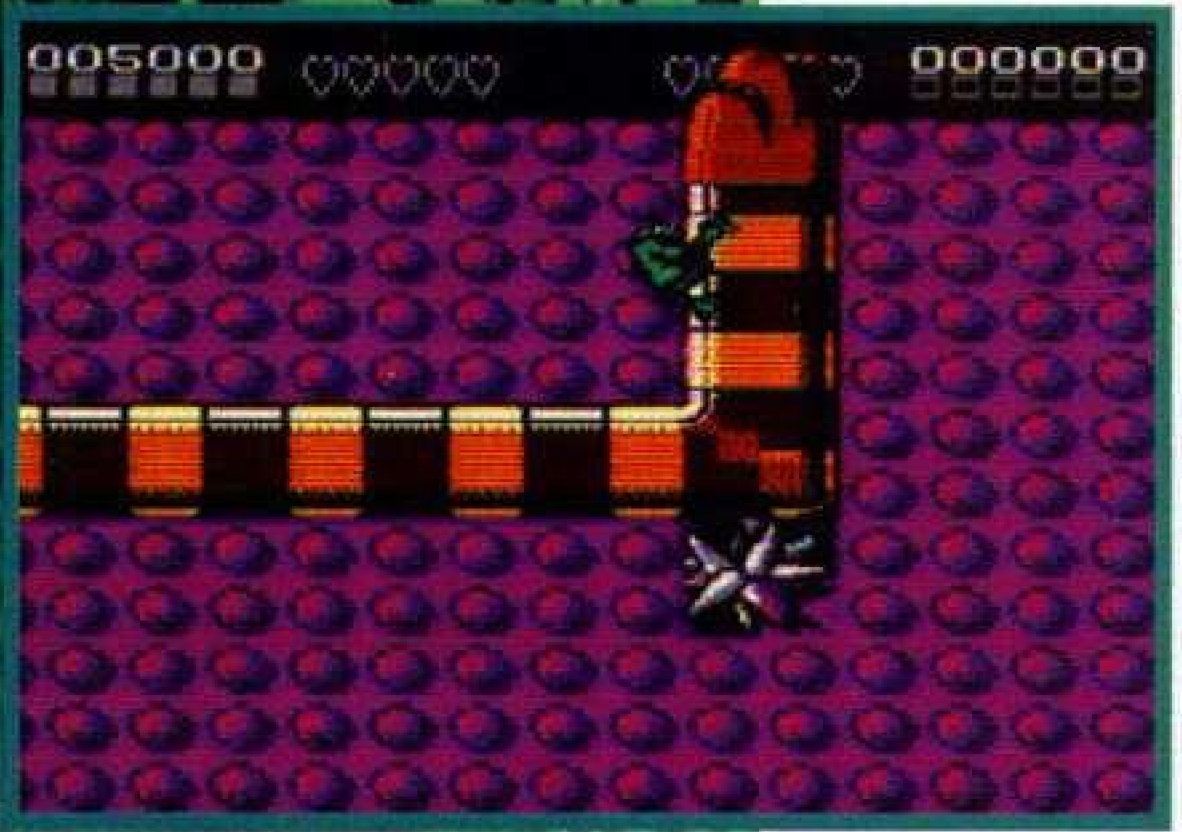
Funnily enough, these crack toad troopers forgot to bring their blasters so they resort to fisticuffs. However, occasionally a simple iron bar presents itself for the bashing of enemy's head. Also try picking up the debris from the long-legged robots on level 1, or rip the yellow appendages that adorn the walls on later levels. These work a treat when wielded against your swarming foes.

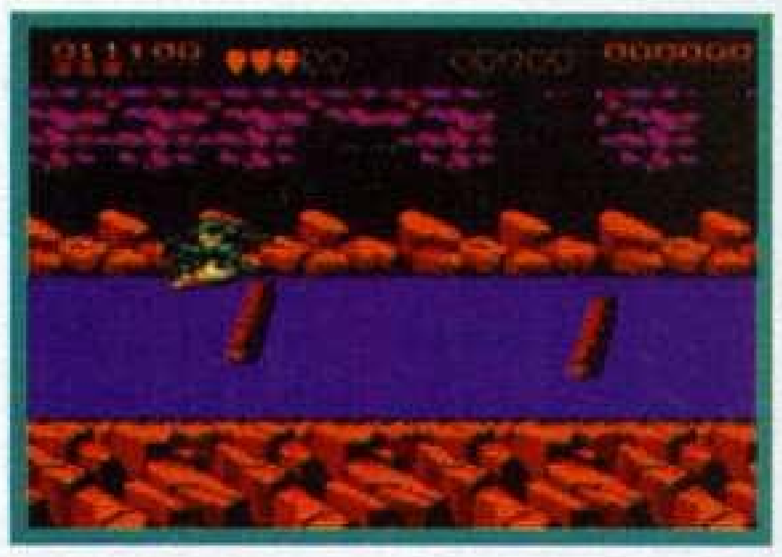




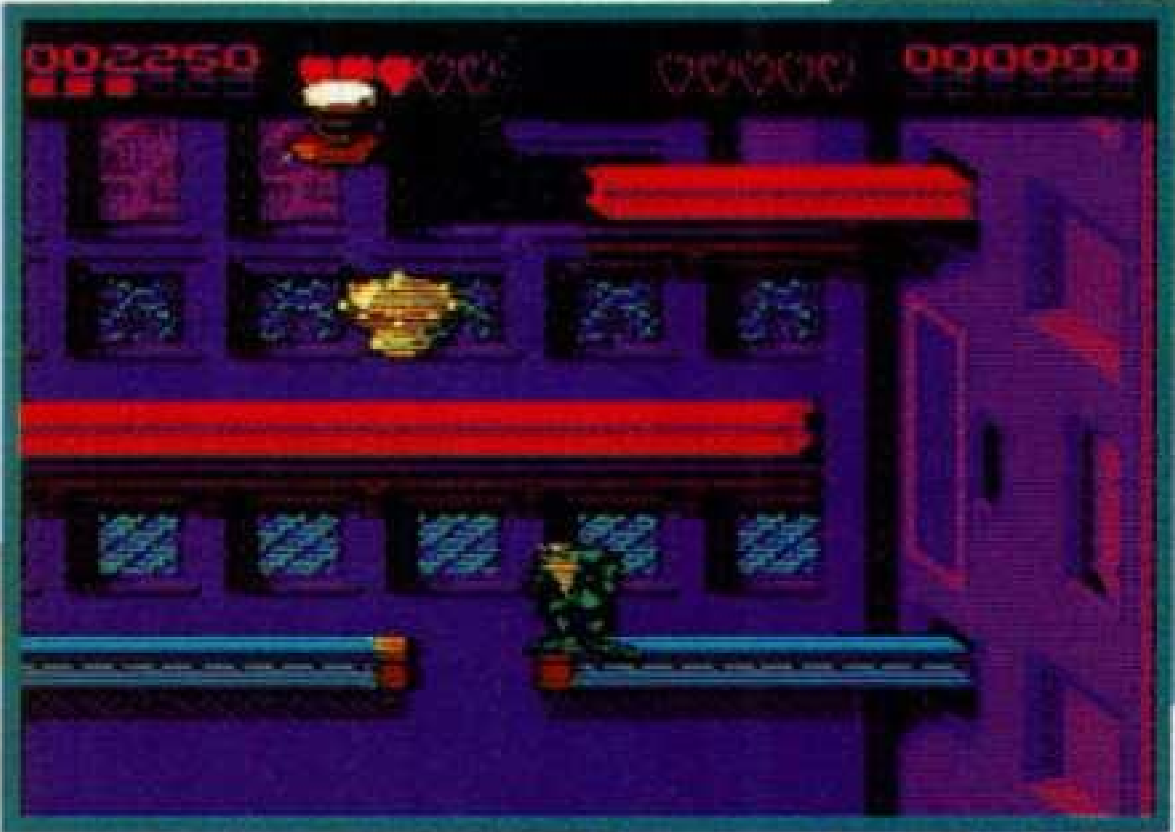


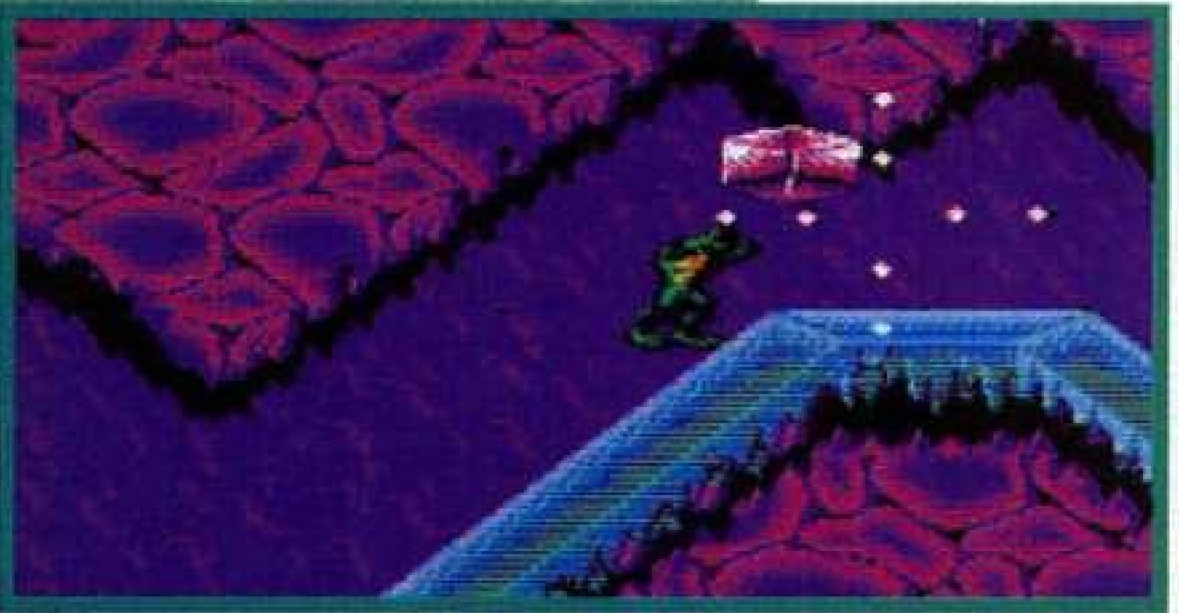


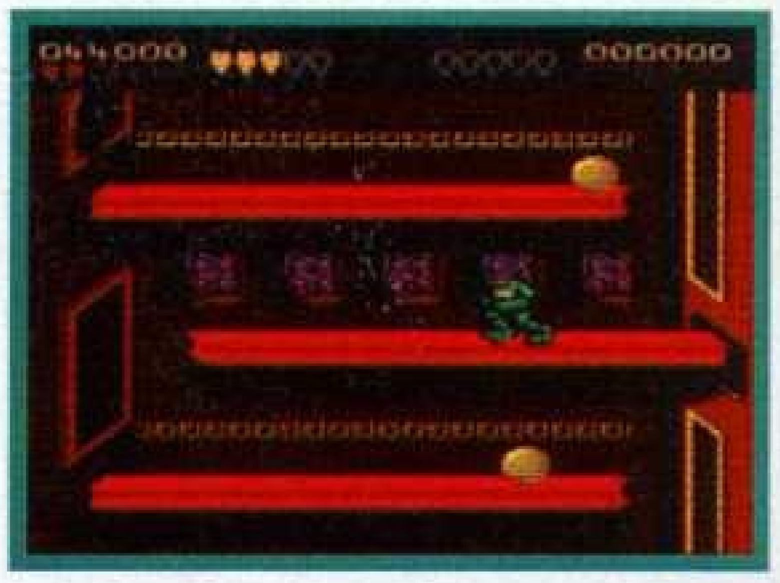




▲ A dainty selection of Battletoad related fun 'n' frolics courtesy of Rare. Hurrah!





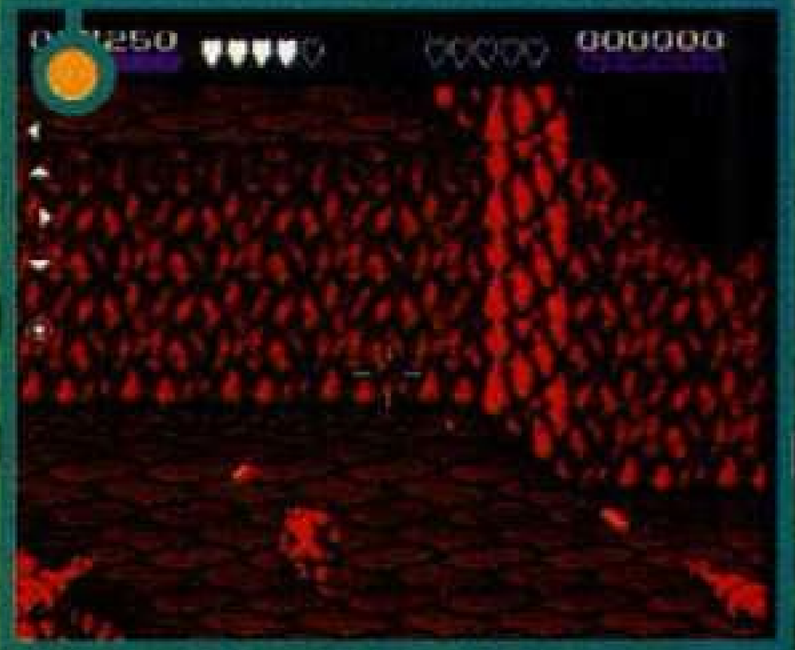


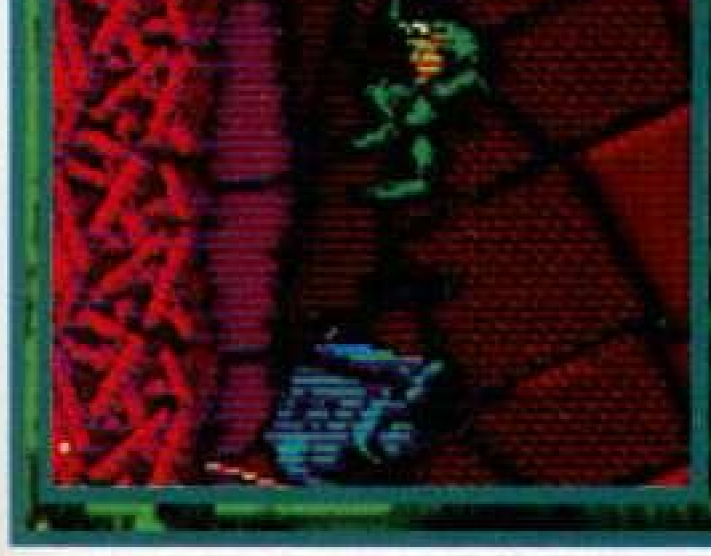
GOING DOWN

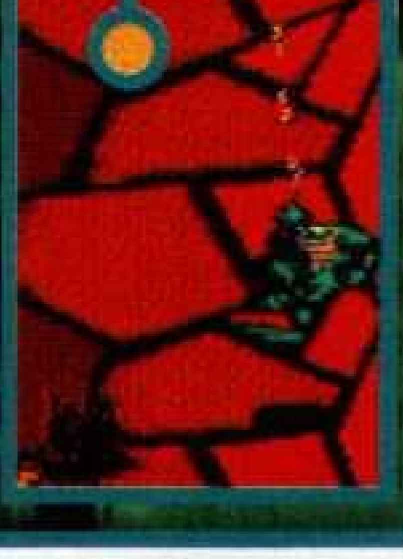
The first levels follow your entry to and descent into the Dark Queen's fortress. Level One is set on the planet's surface, as you meet your unwelcoming committee of rat-like minions. A few well-placed kicks should see you to the end of the level.

Before you abseil down the "Wookie hole" you face Robo-Manus who tracks you with his laser sights. Use the cavern rocks to defend yourself and stay out of his crosshairs.

Once you get into the plunging cavern that is "Wookie hole" you are attacked by a plethora of bird-like creatures, and worm-like appendages that wriggle from the wall. Use your swinging motion to kick out these threats, or risk your lifeline being snapped.







How To Control

8-WAY DIRECTIONAL CONTROL

A	**JUMP**
B	**ATTACK**
S	**SELECT BUTTON:** NO FUNCTION
S	**START BUTTON:** PAUSE/START

How To Play

Battletoads is a mixture of game genres, posing varying hazards on succeeding levels. The main game action is either beat 'em up or platform. The purpose of each level is to find the exit to the next part of the fortress. Select one of eight characters and play against another player or the computer.When the player's power gauge reaches zero, your lose a round.When the timer runs out the player with the most power wins the round.The game is over when you lose two rounds.

COMMENT

GUS

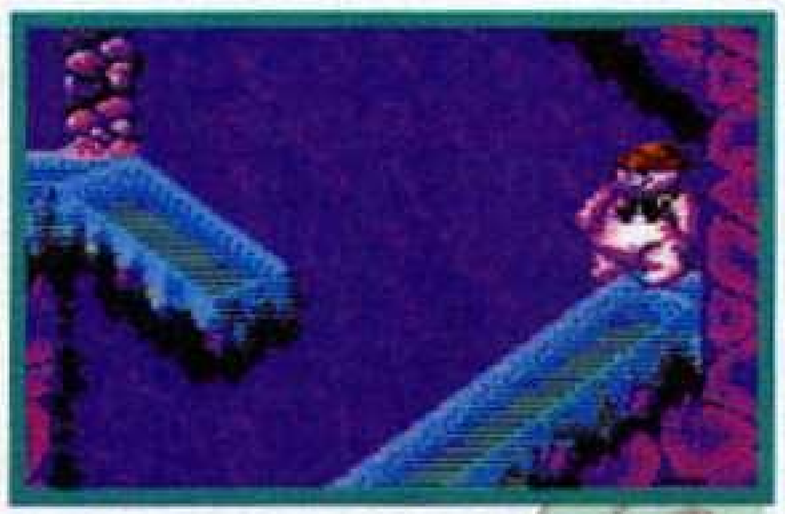
This one's a toughie! You may not have realised the full extent of pain until you've done ten rounds with Battletoads. Most of the levels, apart from those at the very beginning, are really tough and need a lot of practice. Happily the game itself is really cool. There can't be many games that incorporate so many playstyles. You find yourself fighting, racing and figuring out platform solutions in quick succession, and each part of the game has had an equal amount of attention paid to it. Each level has been imaginatively designed, and impressively implemented with humorous sprite graphics and decent backdrops. Some of the scrolling movement is very tasty. The two-player is a bit of window dressing, though welcome, and the game plays as just as well solo. A final piece of advice though, like I said before, this is a game for people who want a challenge, not some fluff kid after cartoon thrills - these guys are mean and slimy.

TOAD'S TRAVELS

SEMI-SKIMMED ACTION

By level three the cavernous terrain is too "hostile" to cross on foot, so the BT's take to their skimmers in an effort to traverse the gaps that lead to who knows what. Adding to their subterranean blues are the stone ramparts that dot the scrolling landscape. Crashing into one of these at the skimmer's terminal velocity is... well terminal. Help is afforded by the flashing clue signs at the right hand part of the screen which tell you where the next wall is coming from. Some gaps are too wide to cross by skimmer alone, so using the ramps becomes essential.

▲ The Battletoads' Mothership of doom!



CHILLY BILLIES

After the high-speed sojourn you arrive at the "Arctic Cavern" the chilliest zone of the dark Queen's lair. Here she has placed snowmen guards with a stock of ammo, intent on snowballing you out of the game. Fire back! The slippery capers continue across slides, ramps and gaps filled with icicle skewers. If you are not reduced to an amphibious kebab you learn that the power of the ice-cube breaches brick walls!

LEVEL 1 - RAGNAROK'S CANYON

SKIDS AND SERPENTS

The next two levels of Battletoads are some of the most demanding in the game. Fresh after wrapping up in furs for the Arctic cavern, the heroes don Bermuda shorts to jet-ski their way across the Dark Queen's log-jammed sewer. The Battletoads' skis need to reach high speeds to enable them to cross the waterfalls and dodge the erratically minded whirlpools, determined to suck you under.

▲ Another piece of Zit's amazing kit - the Toaderceptor.

STAFF OF KARNATH

Without pausing to take breath, the rescuers enter the bizarre Karnath's lair - a series of rooms each with only one exit. To reach the exit the Rash and Zitz have to ride the giant snakes that dart across the room. Sometimes their perilous twisting routes bring you into contact with spikes and walls, so reflex jumps out of danger are the order of the day.

ELEVATOR ACTION

Level seven presents you with another chance to display your fighting skills. Now deep underground, the warty crusaders take on the mouse-like minions in the excessive heat of Volkmire's inferno. The second stage of the mission involves flying your intruder craft through some narrow flaming gates, then avoiding an oncoming bombardment of flaming bombs. Phew!

SLICED FROGS

The next level leads you up again on elevators of hell. This is purely platform action, with only the occasional rotund robot needing a pasting. Catapulting springs fire you upward past the poison gas clouds and the rotating fans which beckon you to an end in slices.

RAD RAT RACE

A trip through the robotic tubes leads on to the final levels. This high-tech environment leads you into the heart of Gargantua. Robot guards patrol the narrow corridors, firing constantly. Come too near and they self-destruct. Mini-copters are at your convenience, if you grab hold of their strings.

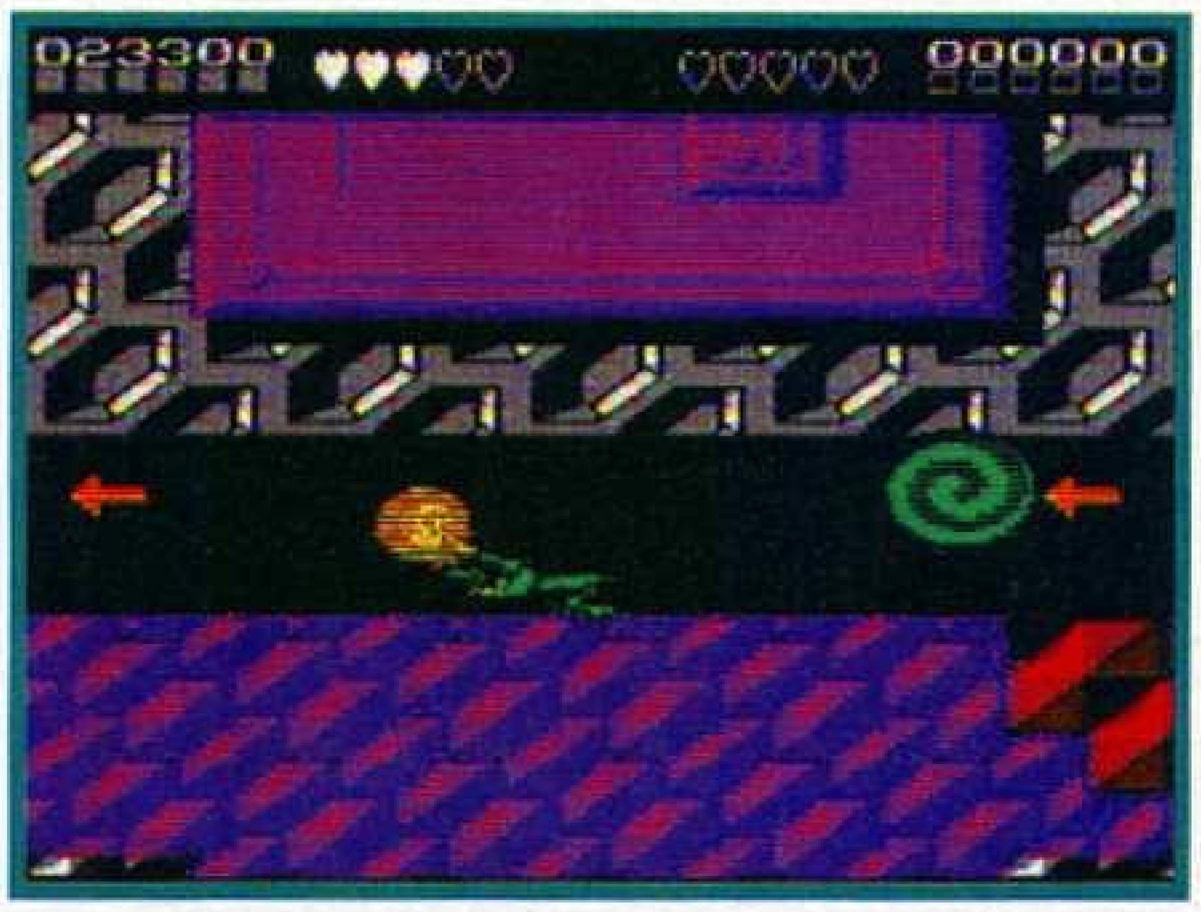
COMMENT

ROB

If it's not heroes in a half shell, it's heroes strutting naked! But let's forget that the idea of Battletoads seems a tad unoriginal. One of the great virtues of Battletoads is that it has just the right level of challenge to keep you interested. Progress isn't slow, but then it isn't a breeze either. There are plenty of weird and wonderful sprites, although backdrops are a bit bland on occasions, and the animation is smooth and effective, enhancing the cartoon style. But for me, it's the novel approach to the gameplay that makes this such an entertaining game. Some of the diverting challenges, like throwing balls at the screen while avoiding a crosshair, give Battletoads the edge over other games in the same style. The only concerted criticism I'd make if that the collision detection can be a bit dodgy at times, the sprites seeming to fall through cliffs and so on. Luckily though this doesn't really detract from the lively and responsive gameplay. If you're after a good platform beat em' up, you couldn't do much better than Battletoads. Cowabunga!... Oops! Sorry! That's the other one isn't it!

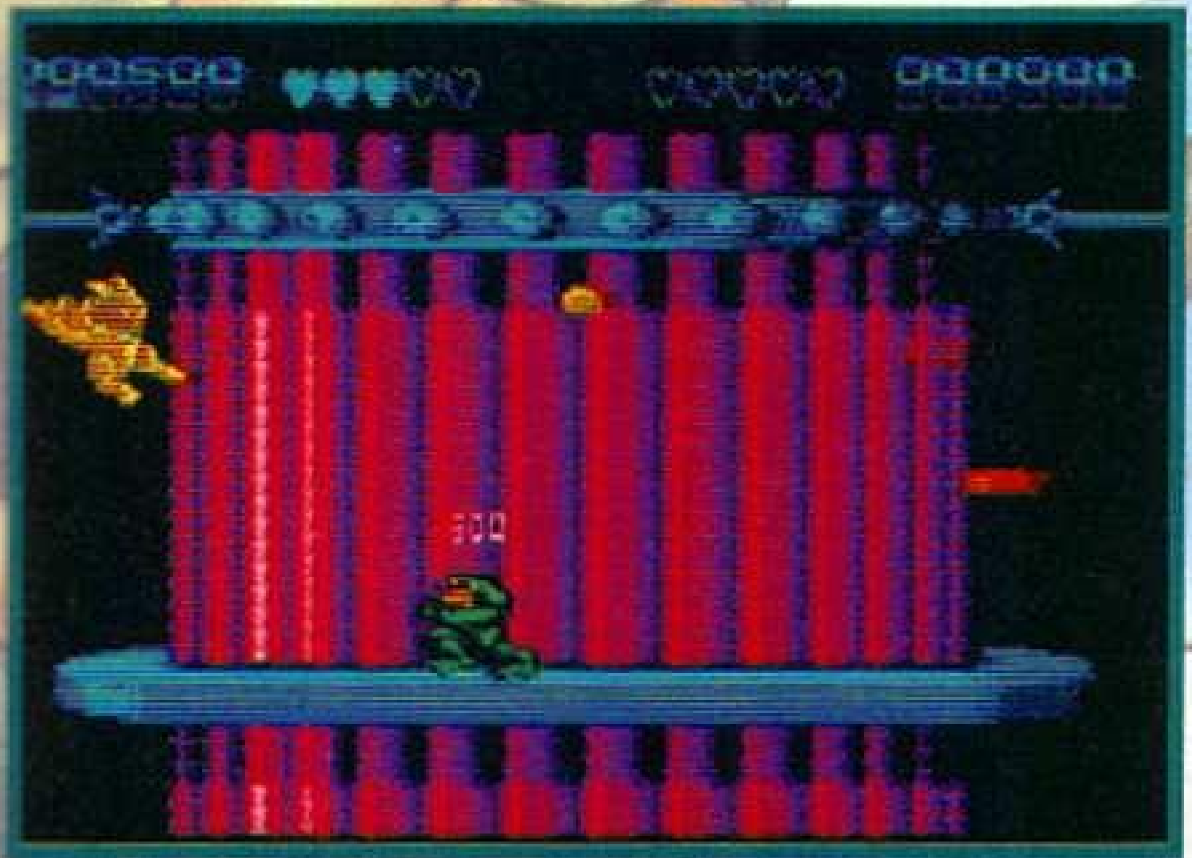
After the tubes comes the race against time. As you descend further, a strange rodent creature barges past you. What's his hurry? Only to activate the time-bomb at the bottom of the lift-shaft! You have to beat him to the bottom and deactivate the device. The thrills and spills aren't over yet, though. Quickly leap onto your trusty clinger zinger thing and zoom out of the reaches of the potent doom spiral, which hypnotise you until you veer off the track into oblivion. The zinger is the most impressive set of wheels the Battletoads have, looking like a fuel injection lawn roller. You steer by hanging onto the end and hoping for the best, as the track twists and turns in all directions. Take your sickness pills at least 20 minutes beforehand.

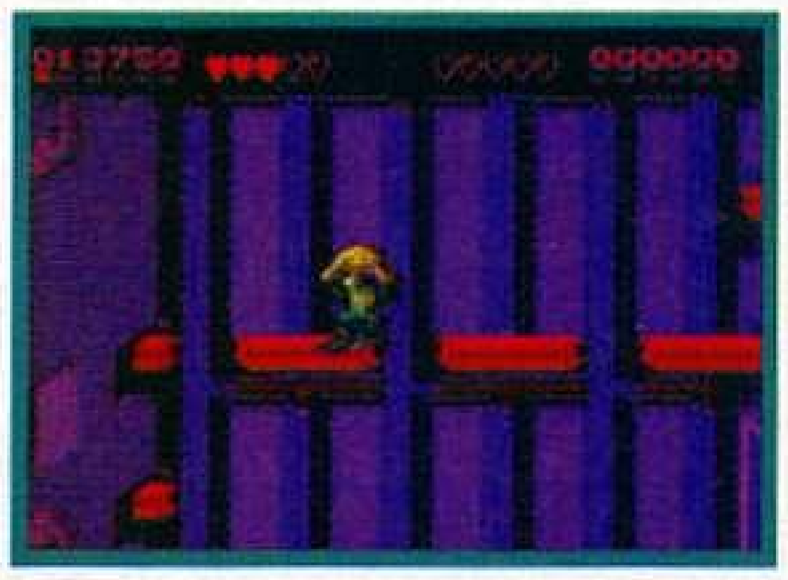
ZINGER FRAMES

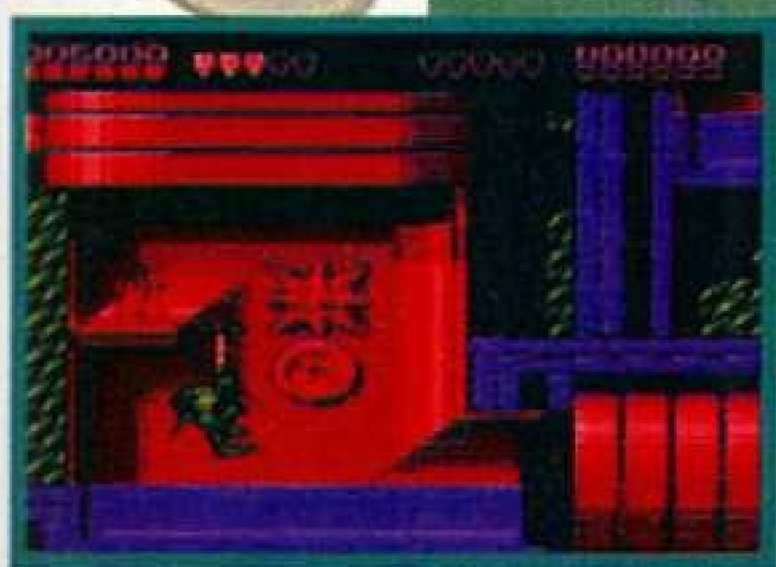


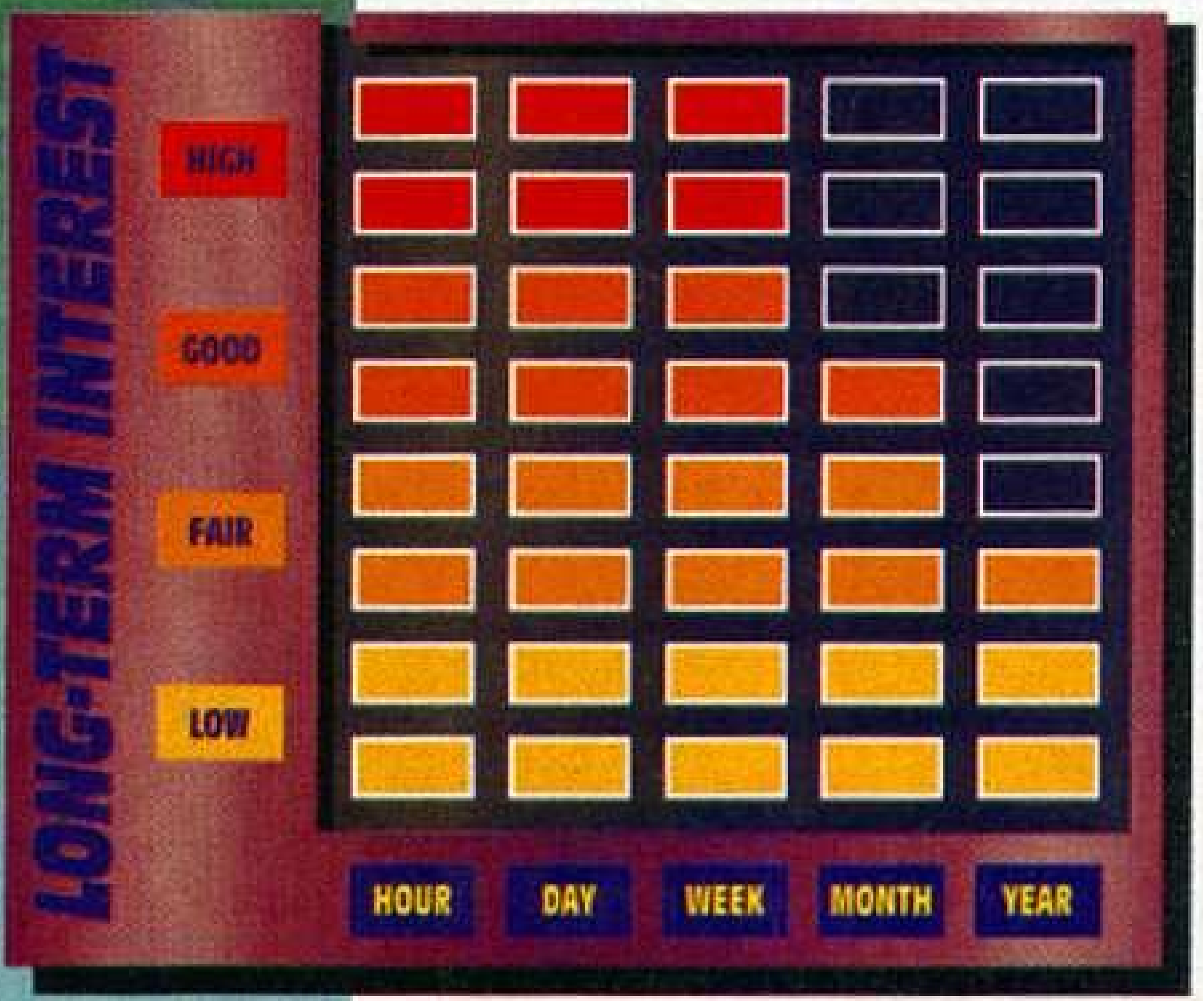
TOWER TRAILS

Rash and Zitz now stand at the base of the Dark Queen's gleaming tower. She obviously was a devotee of 1970's Earth architecture, because the construction resembles nothing as much as the Post Office Tower, complete with rotation effect. However, there's no caff at the top, just the demonic monarch out for your blood. Use the springs and platforms to scale its daunting height, being ready to engage the mouth monsters, who delight in swallowing their victims whole. Make it to the penthouse and you face Her Cosmic Curviness for the final fight.

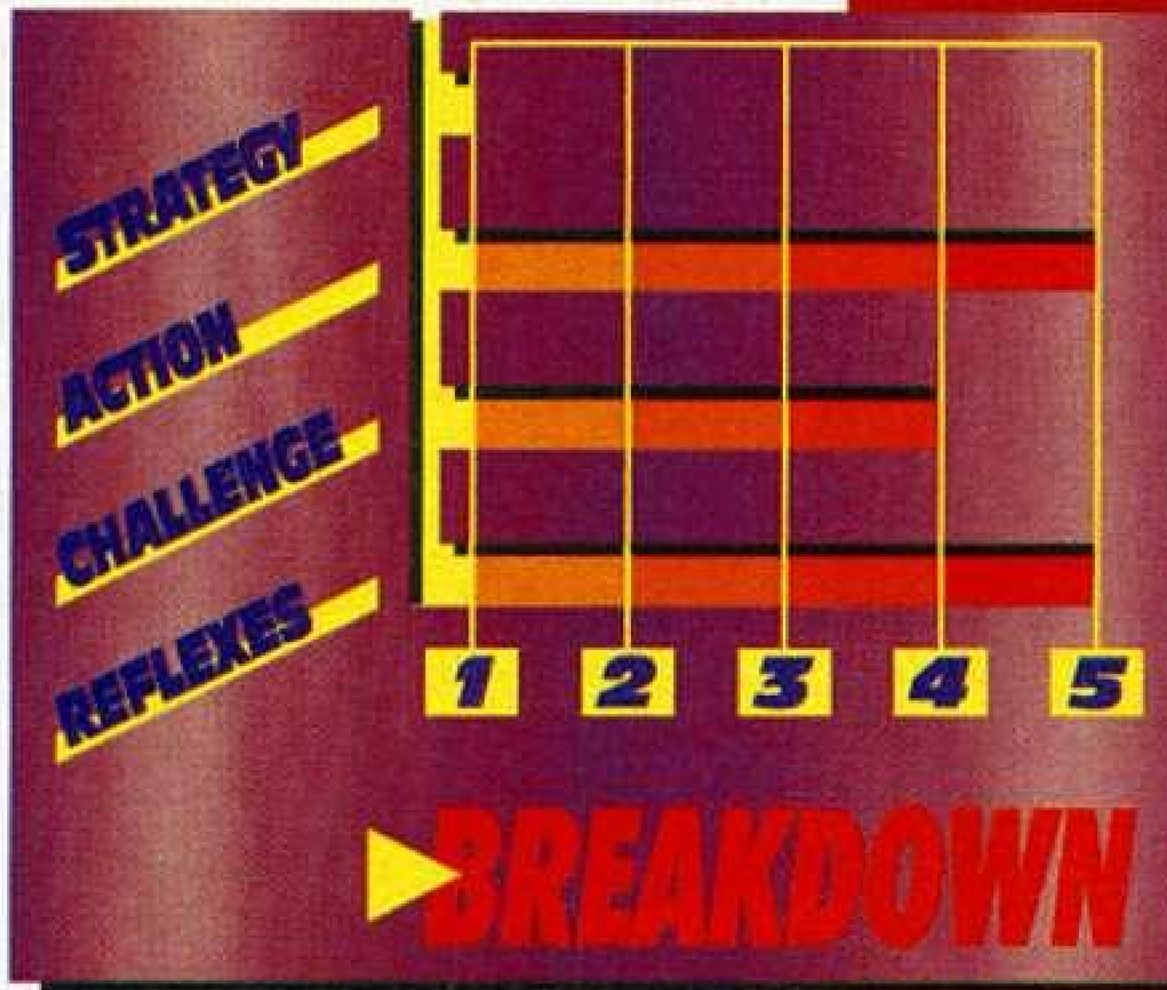








RATINGS



PRESENTATION

86

▲ The presentation is polished throughout, and it's two player.

▼ Perhaps a few more options like skill levels, would be welcome.

GRAPHICS

88

▲ Really clever use of colours, and super-fast scrolling.

▼ Some of the backdrops are a bit crummy.

SOUND

80

▲ Some bopping tunes, and a percussion break on pause mode! Great sound effects.

▼

LASTABILITY

83

▲ 12 big levels of demanding space japery.

▼ You need to be the patient type to appreciate the lasting challenge.

PLAYABILITY

92

▲ Loads of playstyles packed into the game.

▼ Battletoads is a hard game, which some may find too tough.

OVERALL

With twelve big and varied levels to test your skills, Battletoads is a definite winner! Move over Turtles and make way for the new breed!

85

1
PLAYER

2
MEG

PLT
GAME

BLUES BROTHERS

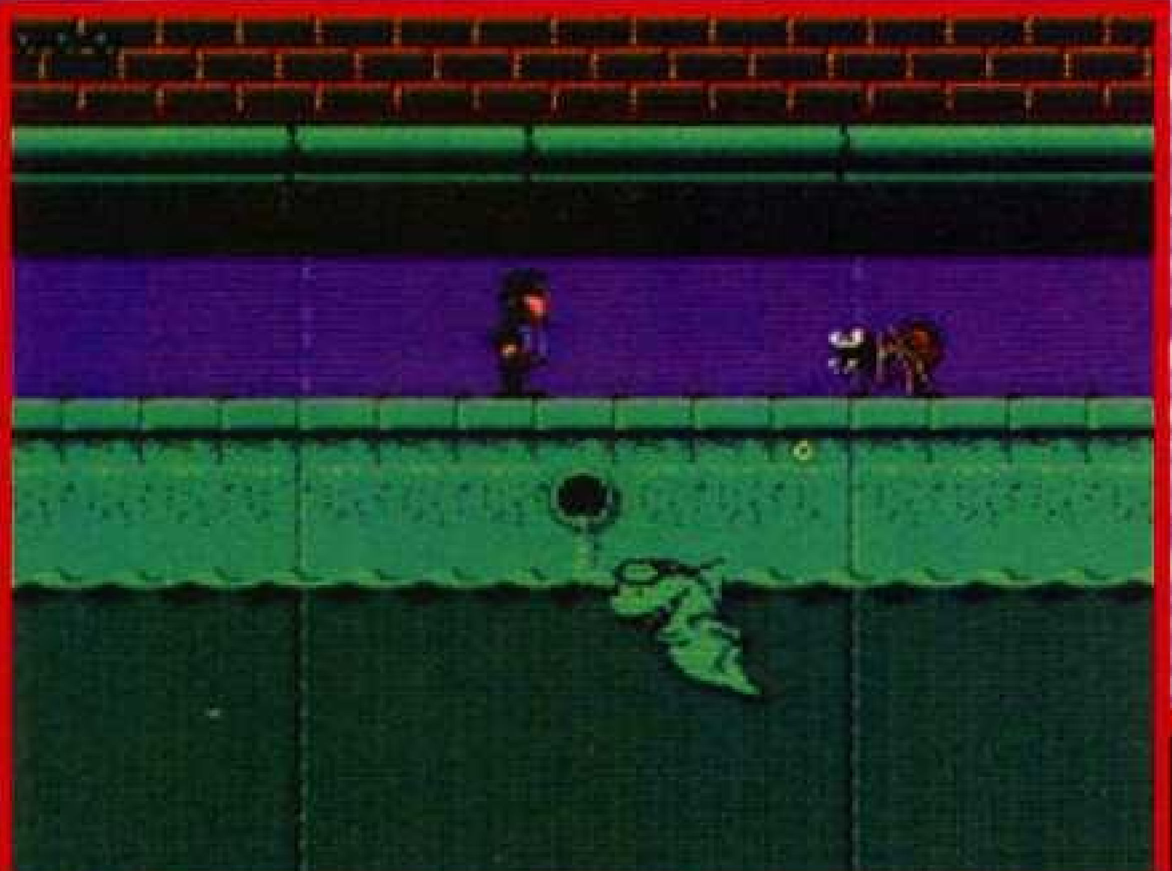
PRICE: £39.99
BY: TITUS

RELEASE
NOVEMBER
CONTROL
1 OR 2 JOYPADS
GAME DIFFICULTY
HARD
CONTINUES
2
SKILL LEVELS
1
RESPONSIVENESS
FAIR
1ST DAY SCORE
LEVEL 3
ORIGIN
Licensed game of the cult film starring John Belushi and Dan Ackroyd.

BLUES BROTHERS

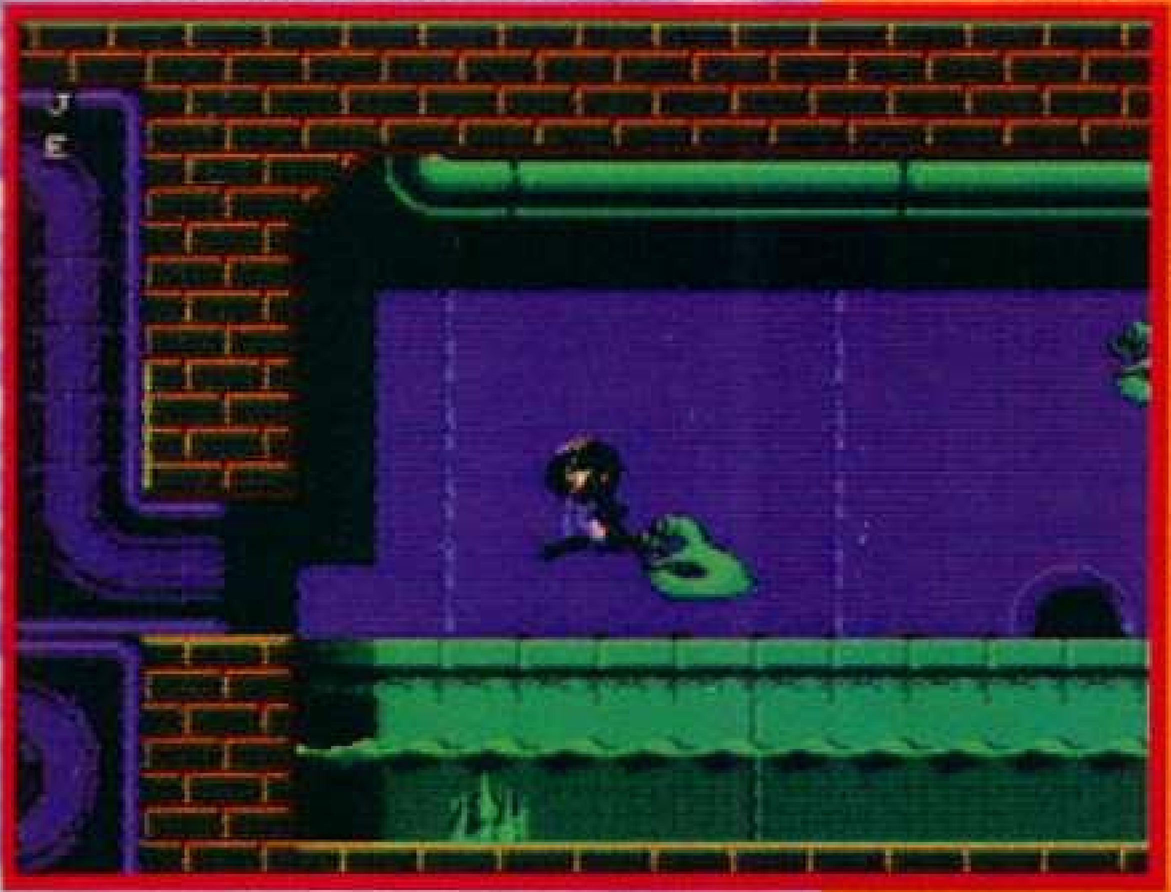
Those crazy Blues Brothers! Not content just capering with Twiggy and running against the Law in the eponymous film, they're back in their own computer game battling a weird assortment of meanies whilst making haste to put on a gig somewhere. What a crazy life, eh? You, the player, partake in these counter-culture shenanigans by directing the Brothers through the hazards encountered in their crazy chase.

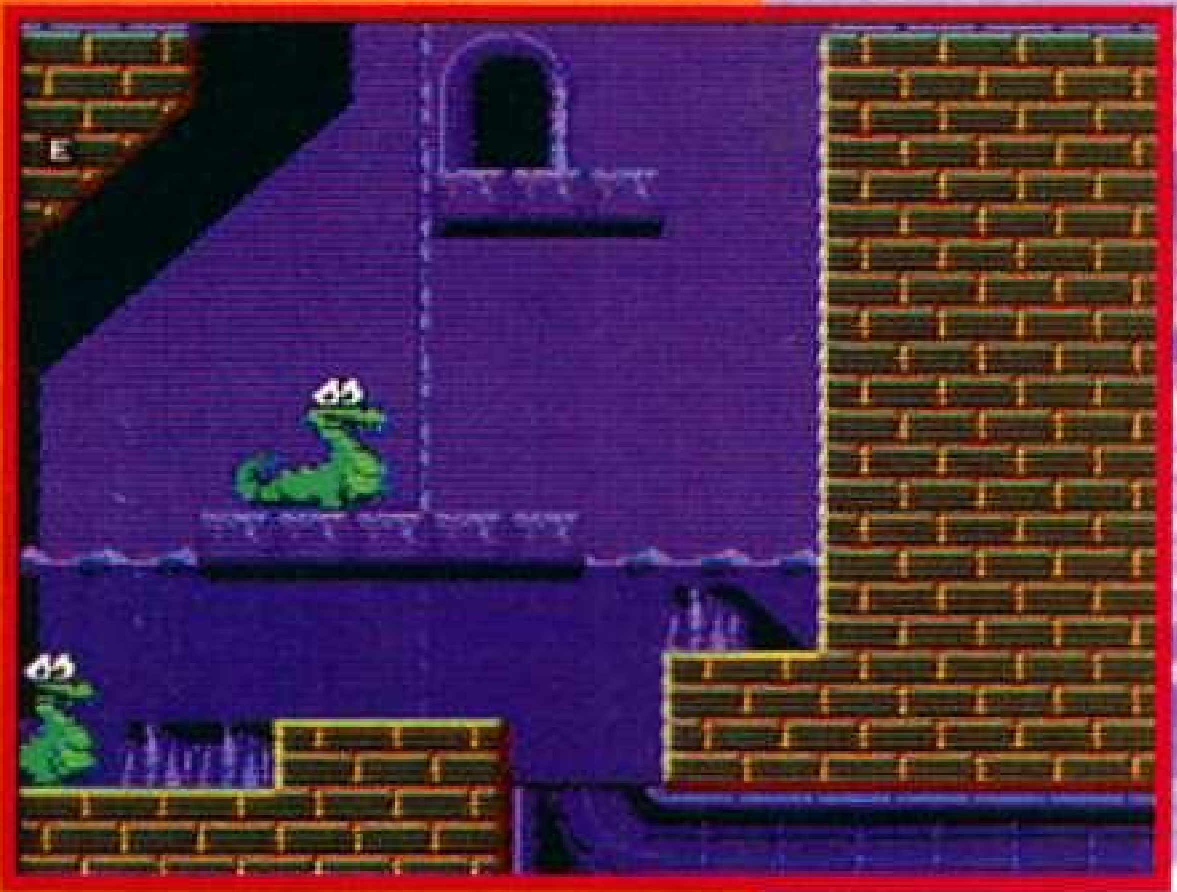
The first level is set in the mall - the place in the film where Jake and Elwood terrorise the shoppers - but your trip through is completely different, because you've lost your wheels. Since you have to go up escalators, they wouldn't have been particularly useful anyway. Following that are a succession of similar platform based levels that you have to negotiate to keep these wayward lads rockin', rollin' and outta jail.



▲ Blues star in improbable giant arachnid/deadly killer fish incident.

▼ Hyper exciting blues-related action abounds here.





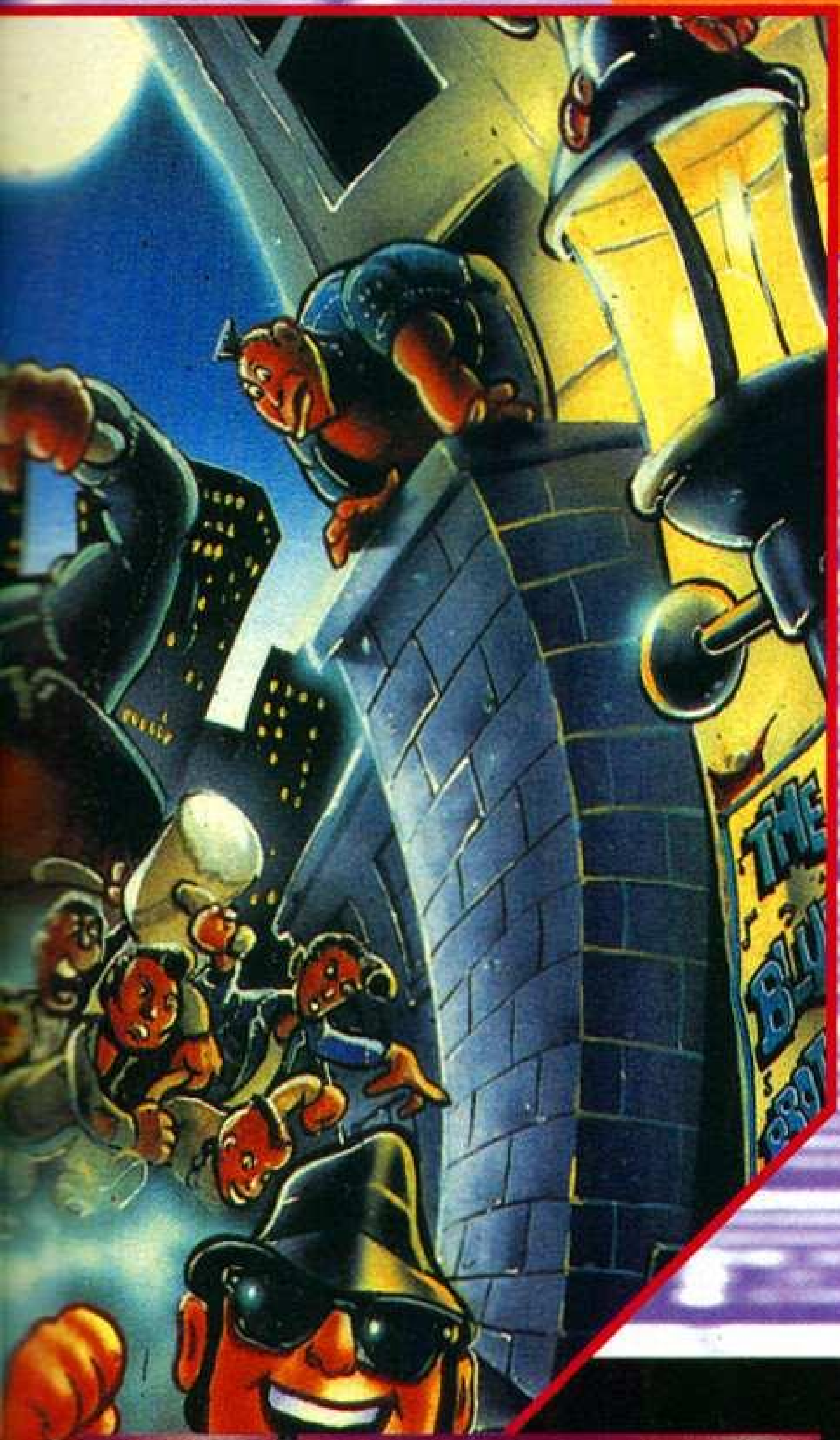
▲ Oh look, it's Carrie Fisher with a machine gun, just like in the film.

FLUSHED WITH SUCCESS

Get this far and you'll be feeling pretty proud of yourself, but you won't be smelling of roses after a trip through the sewers. The guys are submerged in the stuff as they swim through the underground passages. Hungry alligators patrol the conduits - avoid them by jumping into the fast-flowing pipes. Spiky poisonous growths are another of your problems as you gamely make for the exit.

B-ICICLE RACES

Once they're out of the mad mall, the Bros make a hasty trip through the icy warehouse. The weirdness, and the danger level increases. The slippery floor makes it all too easy to crash into the green Martian monsters who happen to be squatting there, and disused conveyor belts propel you to your doom. Of course, the security dogs need taking in hand, though they sometimes prove useful by helping you make a quick sprint to the finish.



How To Control

MOVE LEFT
MOVE RIGHT

A JUMP

B SPEED UP

S **SELECT BUTTON:** CHANGE PLAYERS

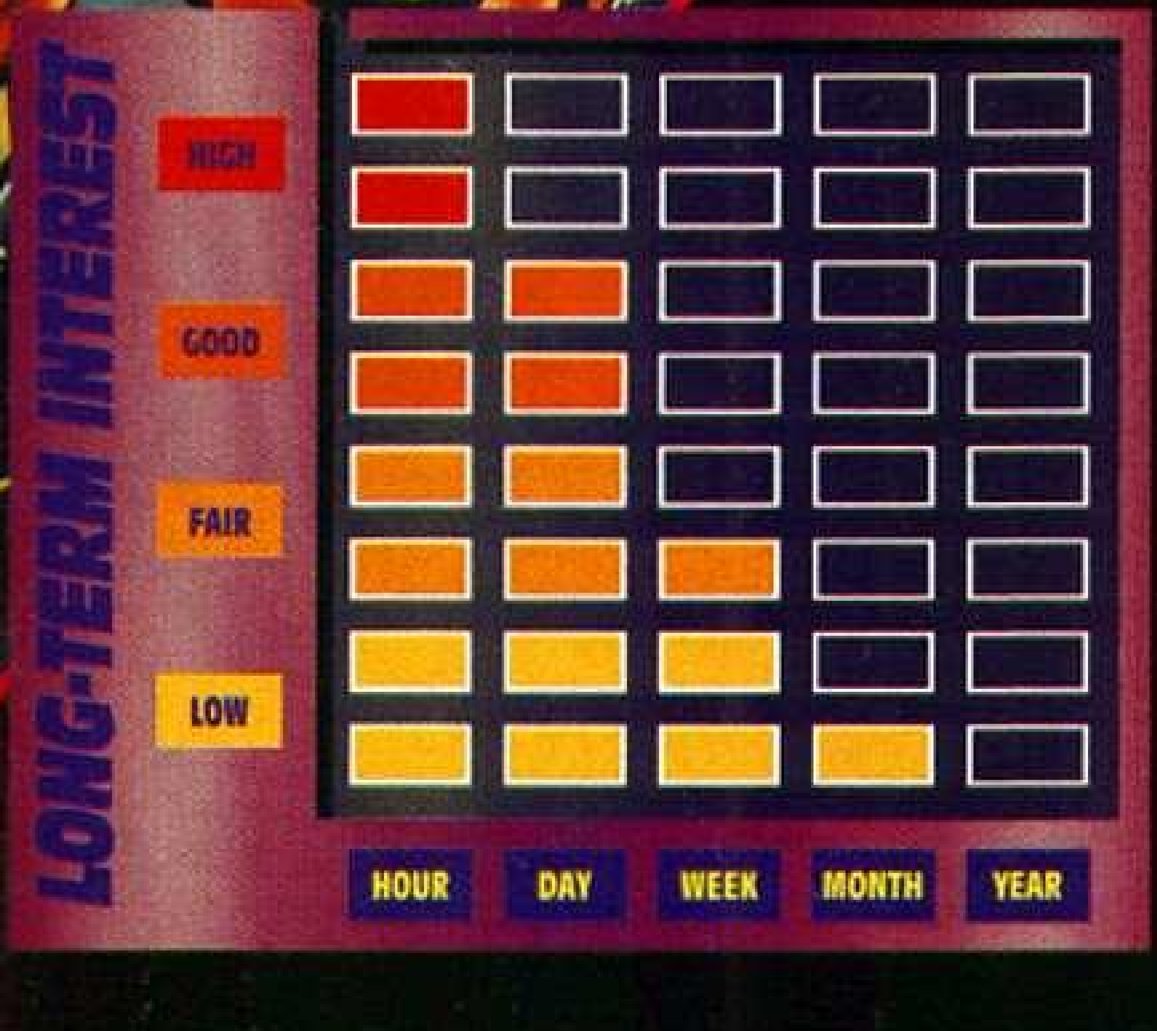
S **START BUTTON:** START/PAUSE

How To Play

The game involves traversing the many hazardous zones in which Jake and Elwood find themselves. It's a platform environment so the guys need to travel in all directions to find the exit for each level. Jumping skills are much in need to reach some of the higher platforms, and the way isn't always clear so be prepared for a bit of exploration. There are no weapons to use so the Brothers must steer clear of the nasties that block their way. Should Jake or Elwood fall prey to them, their energy is whittled away. Ooyah!

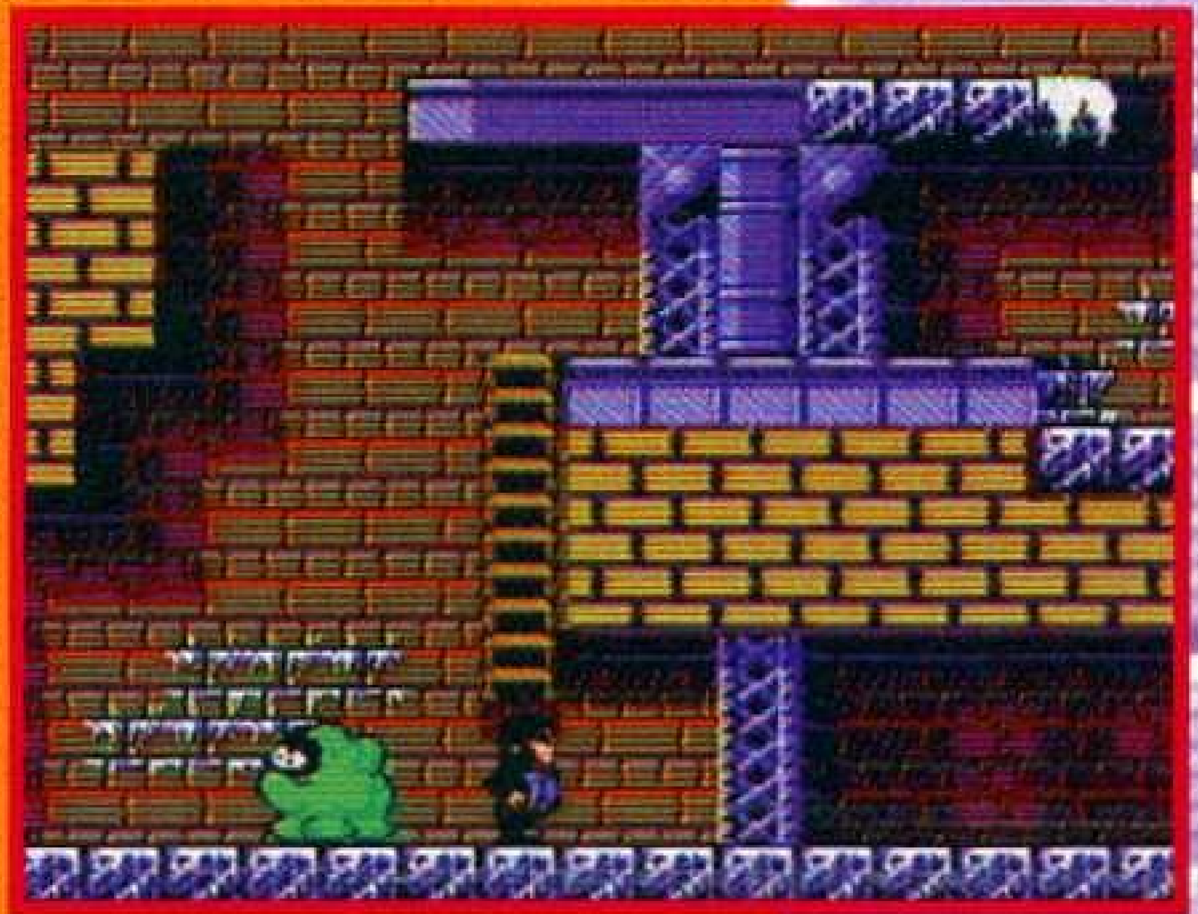
COMMENT

Ooo-er, what can I say? Nothing apart from that Blues Brothers is rather crud. Anyone who has even glanced at the film for a couple of minutes will realise that the game has nothing to do with it at all. Some locations, like the shopping mall, turn up but the gameplay bears no relation to what happened in the film. Instead we get all this nonsense with poisonous spiders and shark-infested shopping centres. Which would all be forgivable if the game was any good, but it's not. It's badly designed, boring to play and is "challenging" by being frustrating - requiring pixel-perfect jumps a lot of the time. After a short time you realise that the first impressions are not going to improve and that this is a platform game of the mind-numbing variety. The only blues you'll be guaranteed are those you'll be singing if you buy this.

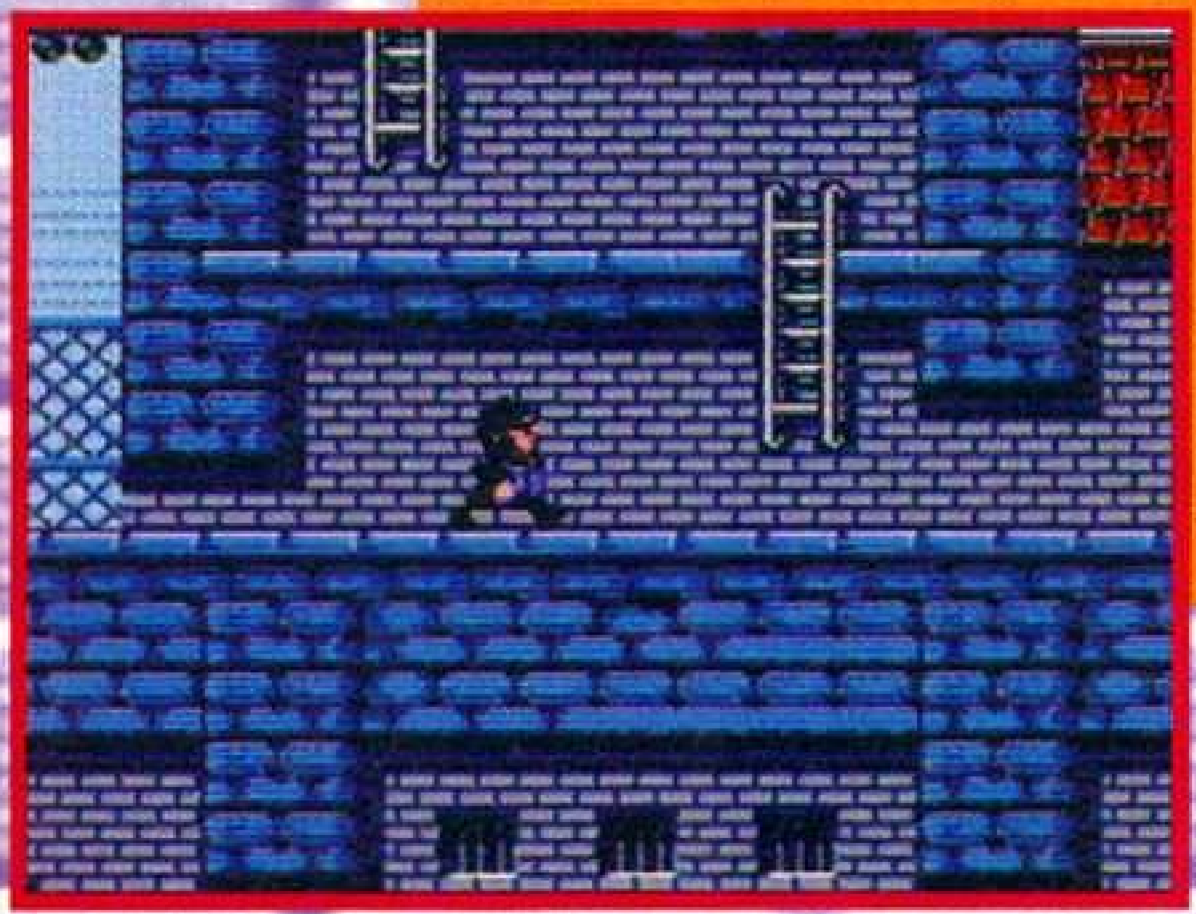


REVIEW

The next stop on the wacky itinery is the local slammer where the boys are banged up. Making the breakout is more than a matter of finding the exit. It's the luck of the Blues Brothers that a nest of deadly spiders has bred in the jail. There are spikes aplenty and guards parade the corridors. The guys can climb the fences but can't get over the top, so the way out looks like being down.

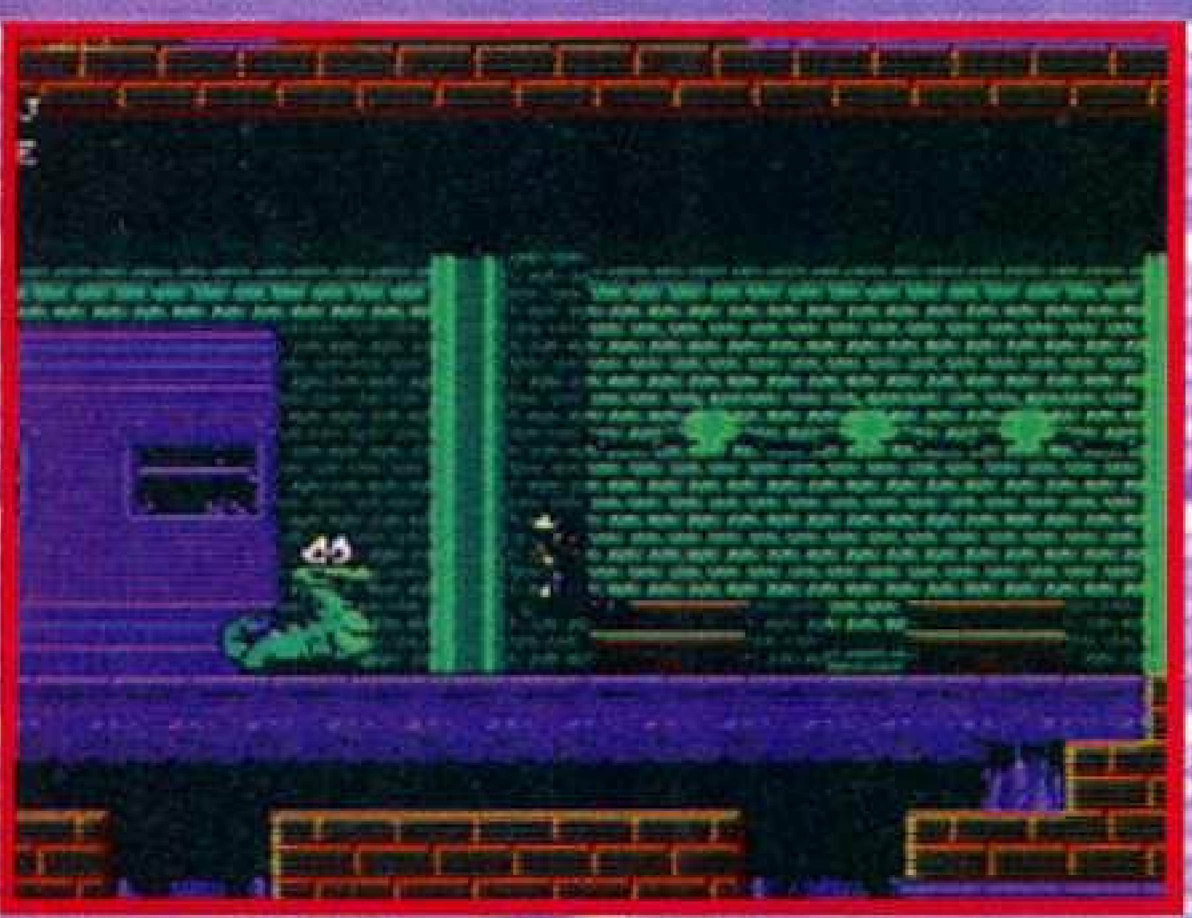


ALCA-TRASH



TRICKY-ISH ALLSORTS

There are a host of traps and unfriendly types roaming around the levels Jake and Elwood feel compelled to tramp through. You'd think that the first level, being set in a shopping mall, would be free from any danger - not a bit of it. The place is inhabited by deadly green spangly things and overzealous security guards who'll shoot you as soon as look at you. On the roof giant birds drop unhelpfully large eggs which contribute further to the mayhem. Worst of all, in an act of gross negligence, the architect has decided to make the first floor into a swimming pool. Since the Blues brothers are cool enough to survive without breathing underwater it seems this wouldn't be a problem - but the batty builder has put a shark in there too! Whatever will these town planners think of next?

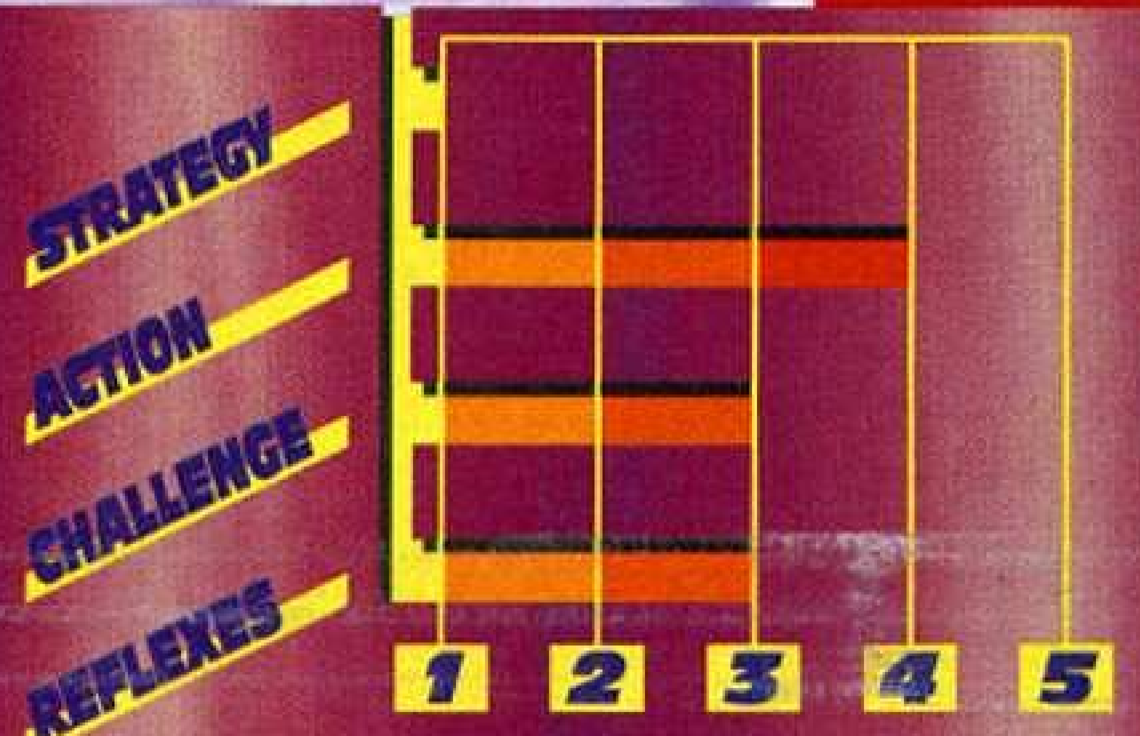


COMMENT

RAD

Aaah, this is it. All the scenes from the great movie faithfully reproduced into one wit-packed cart. How well I remember the giant spiders and shark sequences, and that scene with the flying green spiky things. All the top tunes from the soundtrack are also here, as specially reproduced by the Bros Music School for the Profoundly Deaf. It's bad enough that the film, which had plenty of potential in its plot for a decent game, should be slaughtered so shamefully, but the game beneath it is the unkindest cut of all - it's rubbish! The graphics are shoddy and lazily done, the aforementioned sound really is that bad and the gameplay has no new ideas at all. Worst of all, the old ideas that have been poached are all completely useless as well. There are so many places where one tiny mistake sets you back about a million miles that the Blues Brothers quickly becomes frustrating as well as dull. Given the number of scenes in the film from a which a game could easily have been lifted, it's a tragedy that the licence should become another excuse for a third-rate platform game.

RATINGS



▶BREAKDOWN

PRESENTATION

70

▲ There's a two player option for duo romps with a friend

▼ Two continues just isn't enough and options are non-existent..

GRAPHICS

52

▲ The graphics improve slightly as the game progresses.

▼ Unfortunately, they're so atrocious to begin with, that doesn't say much.

SOUND

40

▲ At least the music is reasonably close to the film soundtrack.

▼ But the tunes are so grindingly bad you'll be reaching for the volume control.

LASTABILITY

43

▲ The difficulty factor should present some kind of challenge.

▼ It's not the kind of game you feel compelled to complete.

PLAYABILITY

47

▲ The game controls are relatively simple to learn.

▼ The action is dull, dull, dull from stage 1.

OVERALL

Blues Bros is unappealing in almost every department, for platforms junkies and movie buffs alike.

40

WIN Nintendo WIN

WIN Super Nintendo WIN Super Nintendo
WIN Super Nintendo WIN Super Nintendo
0839 36 39 19

WIN GAMEBOY

0839 36 39 23

WIN

KICKOFF	0839 36 39 25
SPIDERMAN	0839 36 39 26
ROBOCOP	0839 36 39 27
BILL & TED'S EXCELLENT ADVENTURE	0839 36 39 28
FORMULA 1 RACE	0839 36 39 29
HUNT FOR RED OCTOBER	0839 36 39 30
TERMINATOR 2	0839 36 39 31
CHOPLIFTER 2	0839 36 39 32
DR MARIO	0839 36 39 33
WORLD CUP	0839 36 39 34

WIN GAMEBOY ACCESSORIES

ACCESSORIZE

GAME LIGHT
0839 36 36 20

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EXCELLENT

WIN NES GAMES

TERMINATOR 2	0839 36 39 35
BATMAN	0839 36 39 36
WORLD CUP	0839 36 39 37
STAR WARS	0839 36 39 38
SUPER MARIO 2	0839 36 39 39
TOP GUN -THE 2ND MISSION	0839 36 39 40
WWF WRESTLING	0839 36 39 41
THE SIMPSONS	0839 36 39 42
CASTLEVANIA	0839 36 39 43
KICK OFF	0839 36 39 44

CALL CHARGES: Calls cost 36p/min cheap rate and 48p/min all other times. Make sure you ask your parents' permission before you call. Maximum call length 5 mins, maximum call cost £2.40. Awesome PO Box 1650 B1 1AA

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QUESTION

Your opinion counts ... so be honest!

Are you:

Male ☐
Female ☐

How old are you?

Under 10: ☐
10 - 12: ☐
12 - 14: ☐
14 - 16: ☐
16 - 18: ☐
18 - 20: ☐
20 -30: ☐
Over 30: ☐

What do you do ?

Junior school: ☐
Secondary school: ☐
College: ☐
Uni/Poly: ☐
Unemployed: ☐
Employed: ☐

Which of the following machines do you own ? (tick more than one if necessary)

Super Nintendo: ☐
NES: ☐
Game Boy: ☐
Megadrive: ☐
Master System: ☐
Game Gear: ☐
Lynx: ☐
Amiga: ☐
PC: ☐
ST: ☐
PC Engine: ☐
Neo Geo: ☐

Which machine do you want to buy next ? (Tick only one box)

Super Nintendo: ☐
Megadrive: ☐
Mega CD: ☐
Wondermega: ☐
NES: ☐
Master System: ☐
Game Boy: ☐
Game Gear: ☐
Lynx: ☐
Amiga: ☐
Amiga 600: ☐
PC: ☐
ST: ☐
PC Engine: ☐
Neo Geo: ☐
Something else namely:

On average how many games do you buy a month ?

One every couple of months: ☐
One per month: ☐
Two per month: ☐
Three per month: ☐
Four per month: ☐
Five per month ☐
More than five per month:

How much do you spend on games each month ?

Less than £20: ☐
£20 - 30: ☐
£30 - 40: ☐
£40 - 50: ☐
£50 - 60: ☐
More than £60: ☐

On average how much time do you spend every week playing games ?

1 - 2 hours: ☐
2 - 4 hours: ☐
4 - 8 hours: ☐
8 - 10 hours: ☐
10 - 20 hours: ☐
More than 20 hours: ☐

Where do you normally play your games ?

In the bedroom: ☐
At a friends house: ☐
In the lounge: ☐

Where do you buy your games and equipment ?(Tick one box only)

Mail Order: ☐
Local computer shop: ☐
Dixons: ☐
Virgin: ☐
Woolworths: ☐
Argos: ☐
Comet: ☐
Boots: ☐
Toys R Us: ☐
WH Smith: ☐
Microbyte: ☐
Game: ☐
Somewhere else namely:

If you buy through Mail Order which company do you use ?

Where do you buy your copy of Nintendo Magazine System.

Local newsagent:
WH Smith: ☐
Menzies: ☐
Martins: ☐
Forbuoys: ☐
Tescos: ☐
Somewhere else, namely:

Who pays for the magazine

You: ☐
Your parents: ☐
Someone else: ☐

How many other people will see your copy of Nintendo Magazine System ?

Nobody else: ☐
One: ☐
Two: ☐
Three: ☐
Four: ☐
Five: ☐
More than five: ☐

In order of preference,what 3 of the following do you enjoy doing most in your spare time? (1=most 3=least)

Play sports: ☐
Watch TV: ☐
Watch videos: ☐
Play records/tapes/CDs: ☐
Listen to the radio: ☐
Play arcade games: ☐
Go to the cinema: ☐
Something else namely:

In order of preference what are your favourite 3 TV programmes ?

1. ☐
2. ☐
3. ☐

NAIRE

You could be one of the three lucky NMS readers to win £200 worth of games. Send your entries to NMS. Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU. Get ticking!

What is your favourite radio programme ?

What is your favourite game of all time

What game would you most like to have ?

Do you call 0838 competition lines ?

Often: ☐
Occasionally: ☐
If there's a good prize: ☐
Never they are a right rip off: ☐

which magazine is your normal first choice?

CVG: ☐
Mean Machines: ☐
Megatech: ☐
Game Zone: ☐
Zero: ☐
Sega Power: ☐
Sega Pro: ☐
Sega Force: ☐
Total: ☐
Something else, namely:

Who does the best advertising ?

Nintendo: ☐
Sega: ☐

Do you believe Nintendo Magazine Systems games reviews are right ?

All the time: ☐
Most of the time: ☐
Some of the time: ☐
Never: ☐

Is the price of Nintendo Magazine System (be honest)

Miles too high: ☐
Miles too low: ☐
A bit too high: ☐
A bit too low: ☐
Just right: ☐

How much would you pay for Nintendo Magazine System with a brilliant cover gift ?

£1.90: ☐
£2.00: ☐
£2.20: ☐
£2.50: ☐
£3.95 ☐

Would Nintendo Magazine System help you decide which games to buy ?

All of the time: ☐
Most of the time: ☐
Some of the time: ☐
Never: ☐

Will you buy the next issue of Nintendo Magazine System? (Tick one box)

Yes: ☐
No: ☐

If not , why?

Too expensive: ☐
Badly written: ☐
Poor cover mount gift: ☐
Don't like contents: ☐

What made you buy the first edition of Nintendo Magazine System ? (Tick only one box)

Cover gift: ☐
Official magazine: ☐
Written by Mean Machine crew: ☐
Because it is new: ☐

How do you rate each of the following sections of Nintendo Magazine System ? (10= is brilliant 5=O.K. 1=terrible)

Covers: ☐
Contents: ☐
Editorial: ☐
News: ☐
News from USA: ☐
News from japan: ☐
Q & A: ☐
Tips: ☐
Competitions: ☐
Reviews: ☐
Previews: ☐

What do you like most about Nintendo Magazine System ? (Tick only one box)

Front cover mount: ☐
Reviews: ☐
Features: ☐
News: ☐
Previews: ☐

When Nintendo Magazine System reviews a game are the ratings

Too high; ☐
Too low: ☐
Just right: ☐

Are the screen shots

Too few: ☐
Too many: ☐
Just right: ☐

Is the rating system

Brilliant: ☐
Reasonable: ☐
Poor: ☐

Which one do you buy most

☐
CDs: ☐
Tapes: ☐
Trainers: ☐
Clothes: ☐
Sweets: ☐
Crisps: ☐
Drinks:

Do you have a bank account ?

Yes ☐
No ☐

Name. ....
....

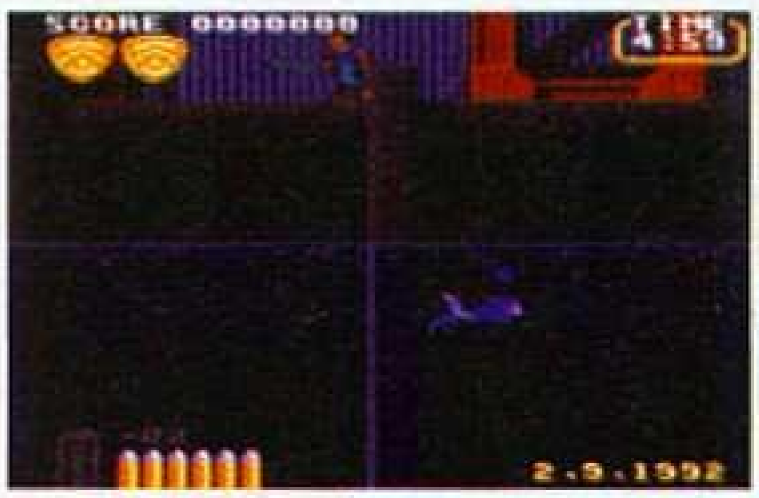
Address. ....
....
....
....

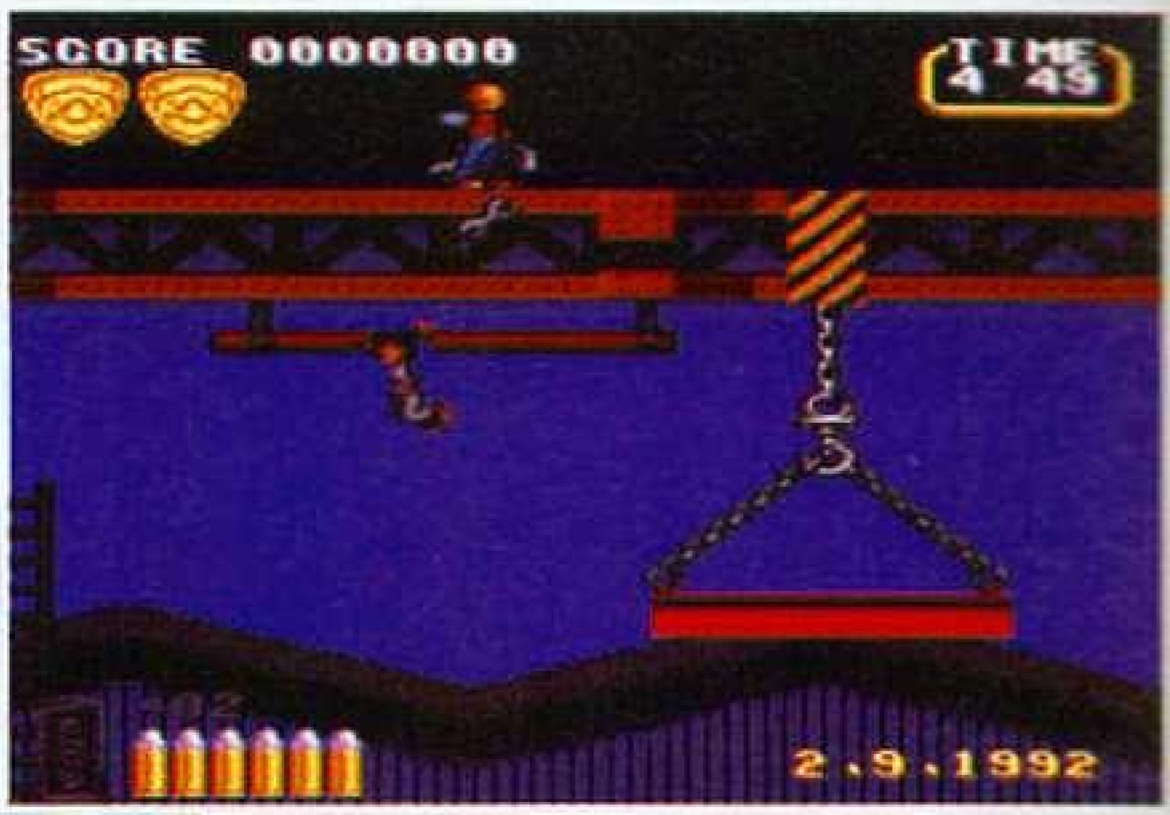
ADVANCE SCREENING

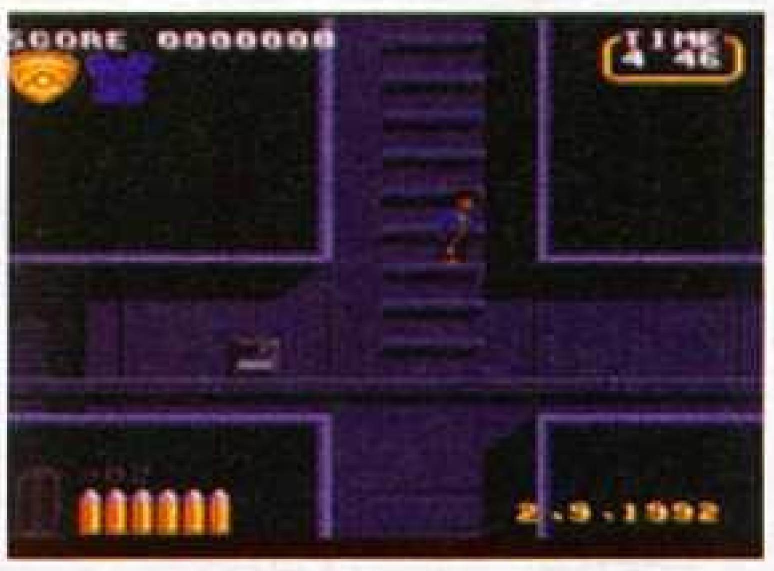
PREVIEW SYSTEM

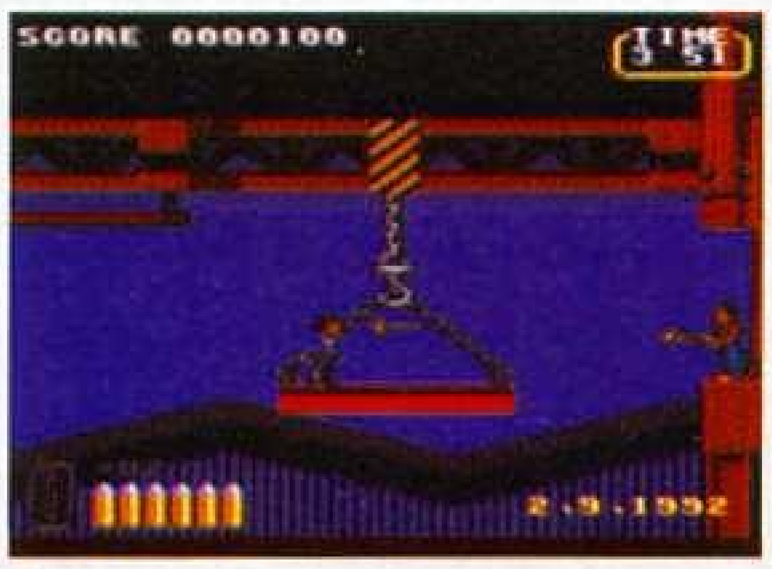
8 A.S

- LETHAL WEAPON 3 (SNES)
- DROPZONE (NES)
- DINOSAURS (SNES)
- YOSHI (NES)
- AXELAY (SNES)
- STAR TREK (GAMEBOY)
- ROBOCOP 3 (SNES)
- DRAGON'S LAIR (SNES)



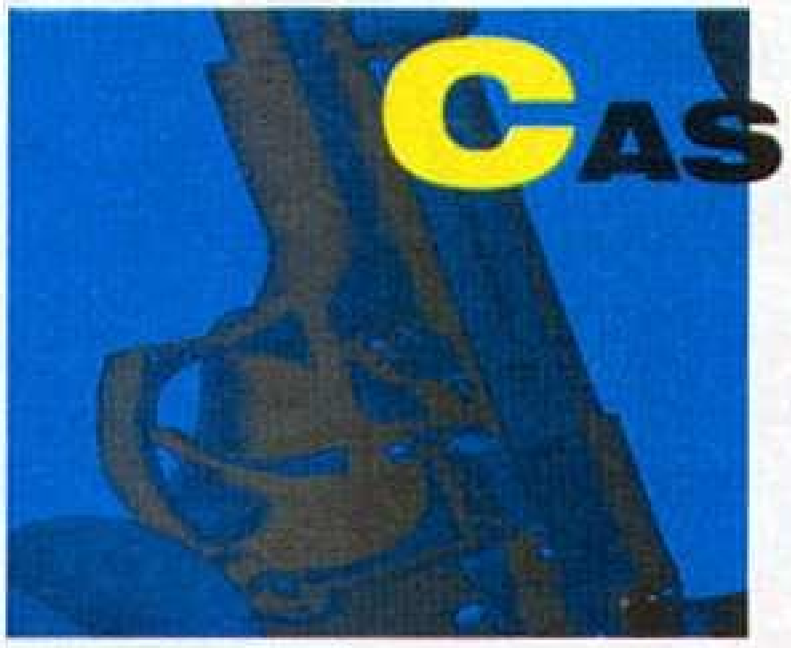






▲ Our hero perches precariously atop a girder. What a guy!

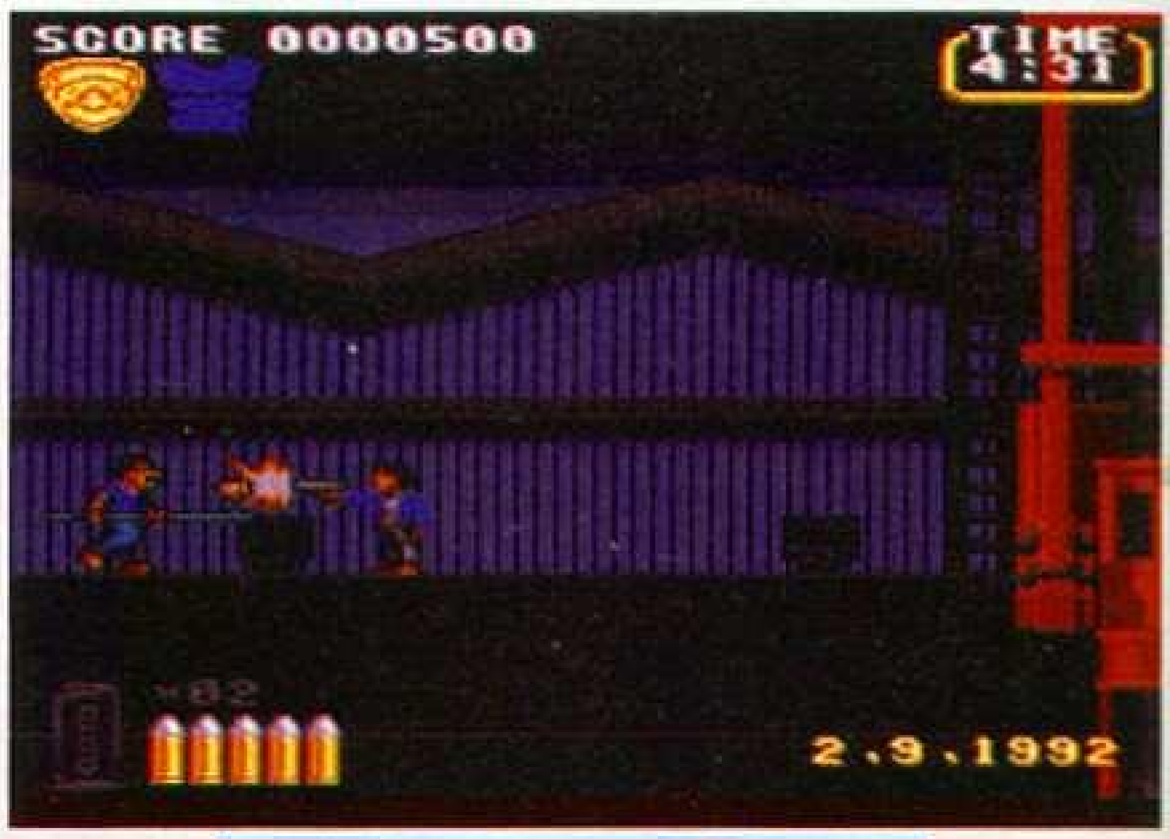
LETHAL WEA



CASE REVEALED

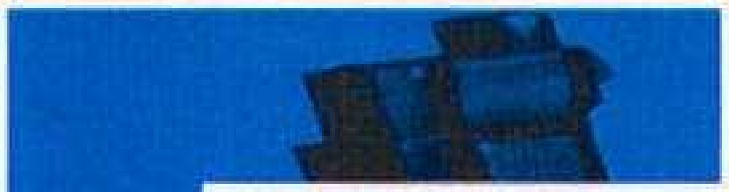
Ocean have seized the licence for one of the most popular movie series of all times - the Lethal Weapon films -and their first foray into the antics of Riggs and Murtaugh is about to be revealed on Super Nintendo. The gameplay roughly follows the plot of the newly released Lethal Weapon 3, with both cops demoted to street duty following a bodged-up bomb disposal.

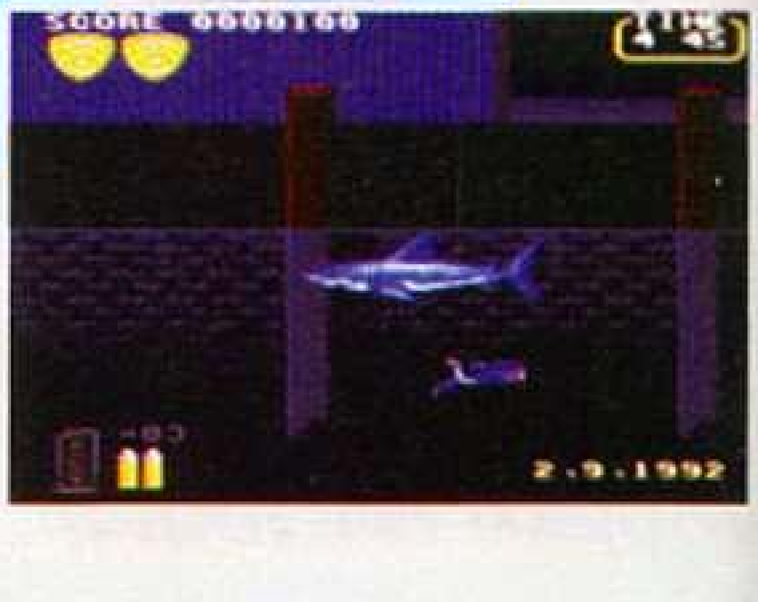
This means a period of 'low level' police-work like smashing international drugs rings and saving the city from bomb terrorists before moving on to the heavy stuff! There are four 'files' that need clearing up at this stage, and Mel or Danny opt for one by going into the department at police HQ. The investigations take the partners to some murky locations, like the city sewers and docklands. The only protection afforded them comes from their police issue hand guns which have only six shots (What's happened to Riggs' 13-shot Beretta - Jaz). **After that their own hand combat skills have to be relied on. If the pair can clear up these cases, they're allowed back onto the investigation into a suspicious cache of weaponry found after a foiled robbery.**

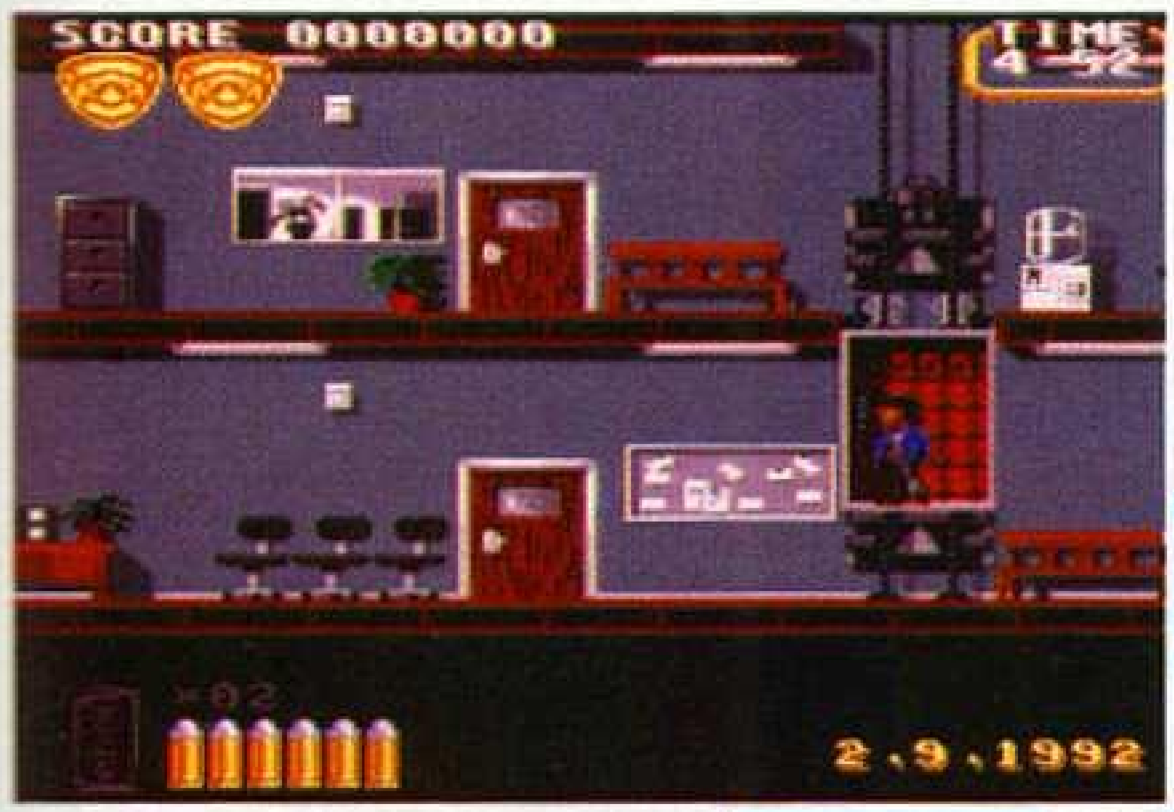


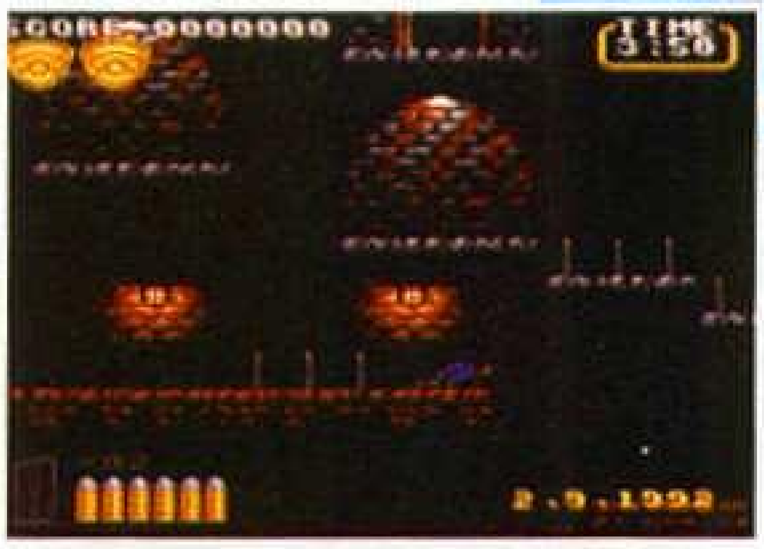
Lethal Weapon is a one-player platform game with each of the levels accessed by doors on a main corridor, a bit like the recent Addams Family. The player can select either Riggs or Murtaugh by changing in the locker rooms! Finding the right guy for the job is important since Ocean tell us both characters have varying strengths in combat and shooting.

From what we've seen, Lethal Weapon is a bit tasty, with some jolly background graphics and neat sprites. We'll be bringing you a lot more about this game later on in the year. Keep an eye out for it.



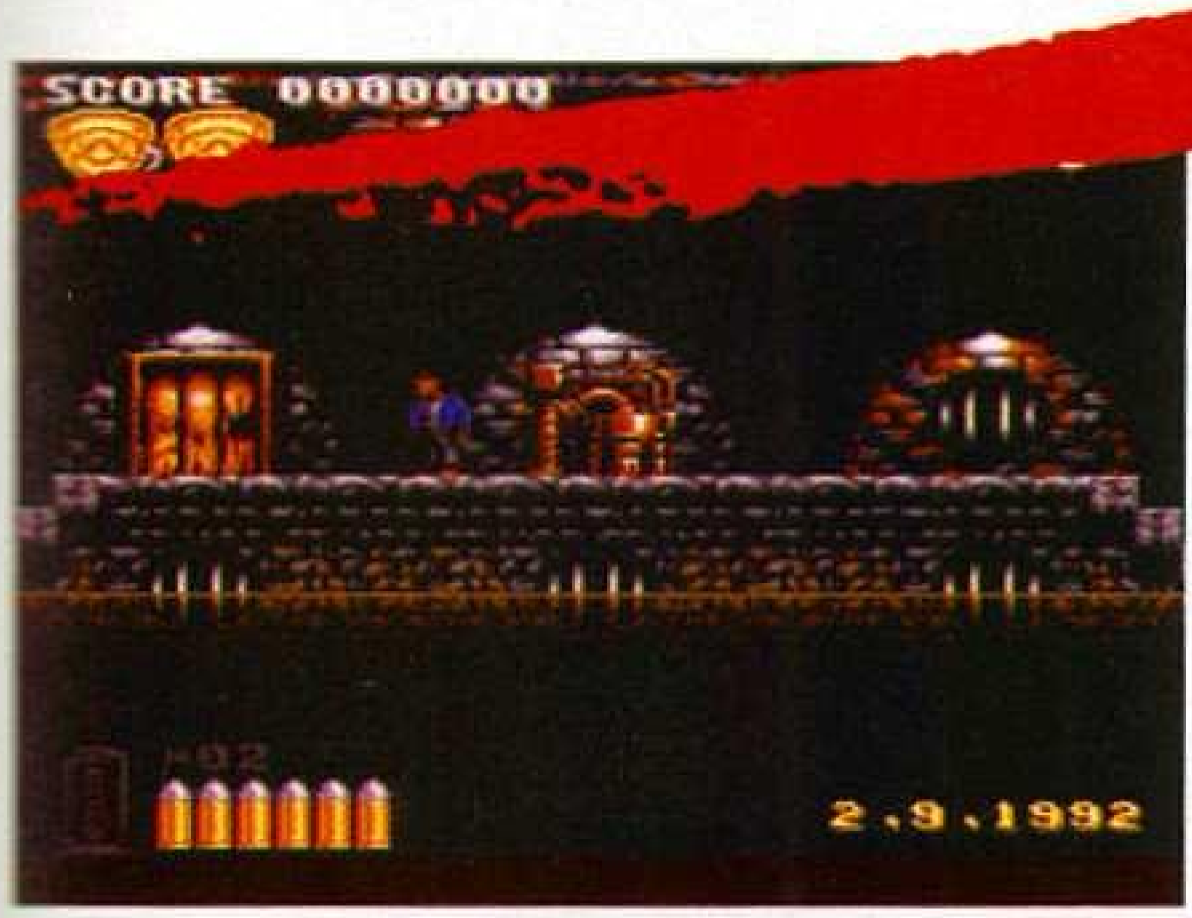


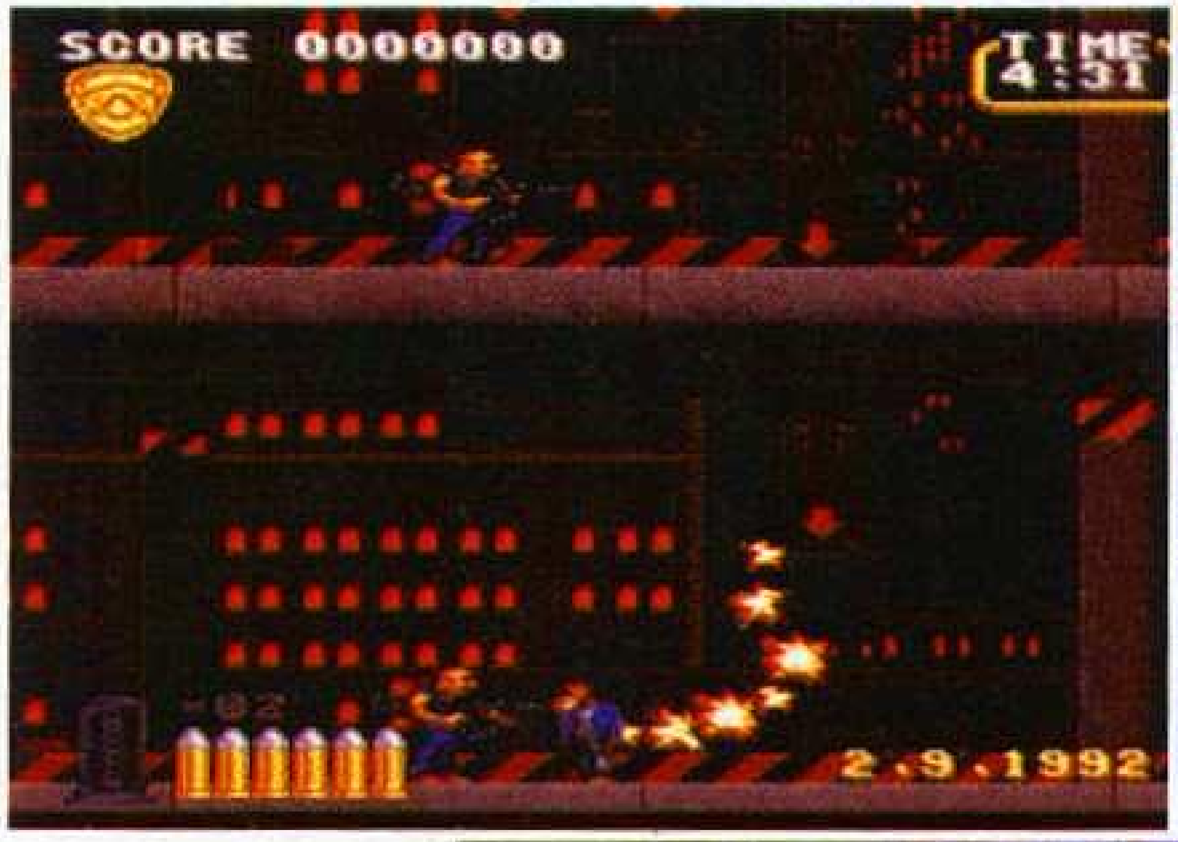

SCORE 0000000
TIME 4:52
×02
2.9.1992


SCORE 0000000
TIME 3:58
2.9.1992

▲ Its dark down here

PON 3


SCORE 0000000
×02
2.9.1992

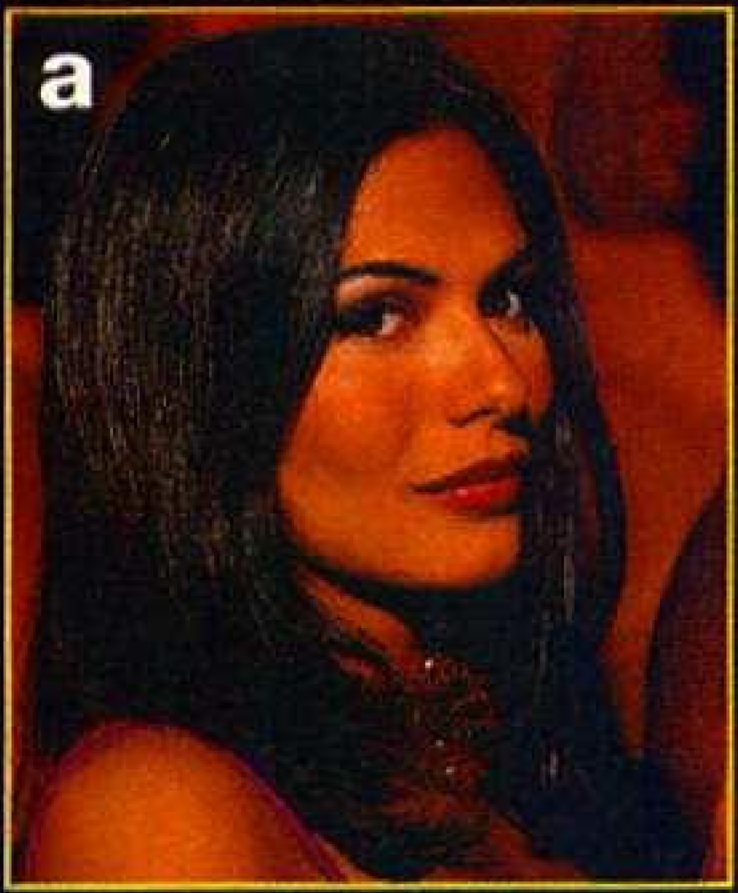

SCORE 0000000
TIME 4:31
×02
2.9.1992

GAME FAX

LETHAL WEAPON 3

- PRICE: £45.00
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

Who the hell ar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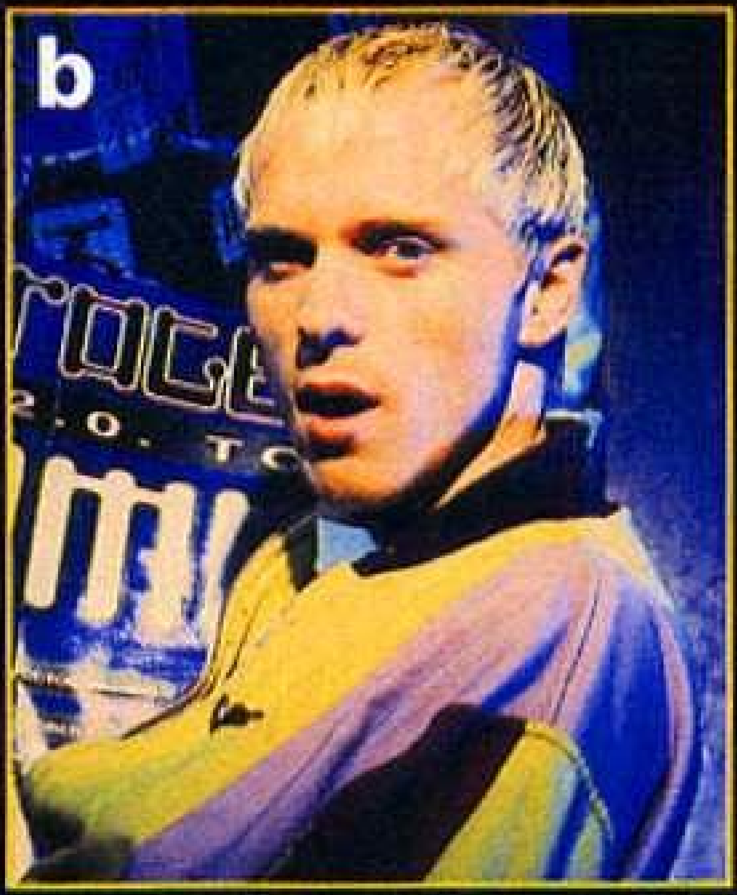
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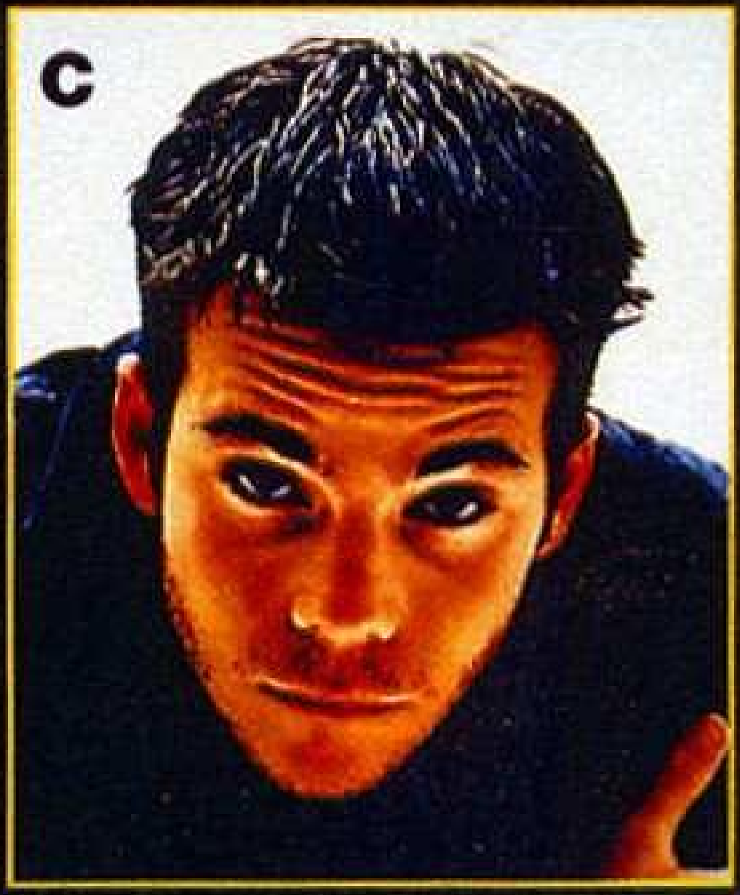
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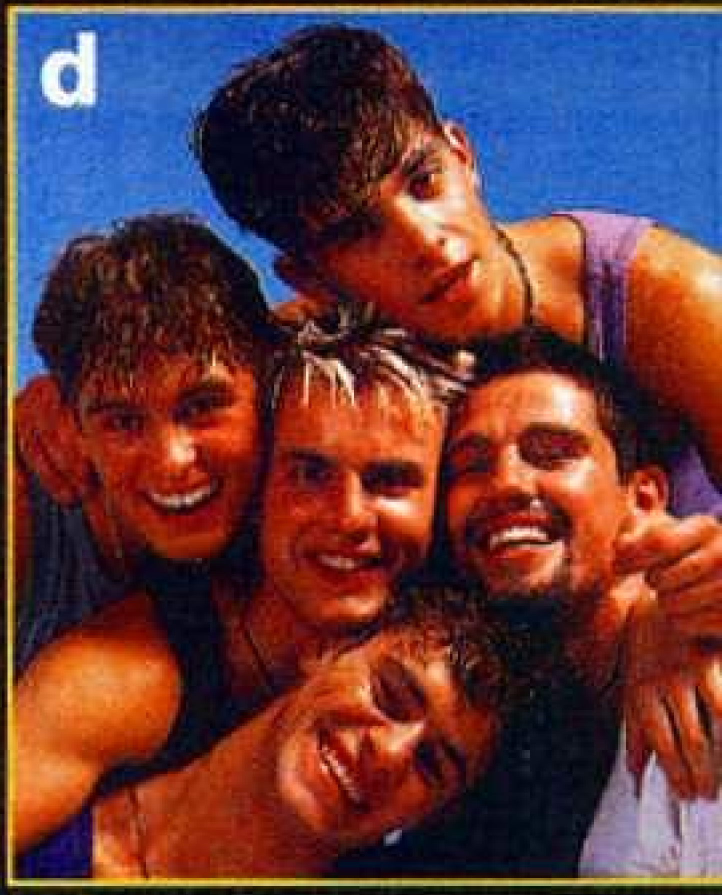
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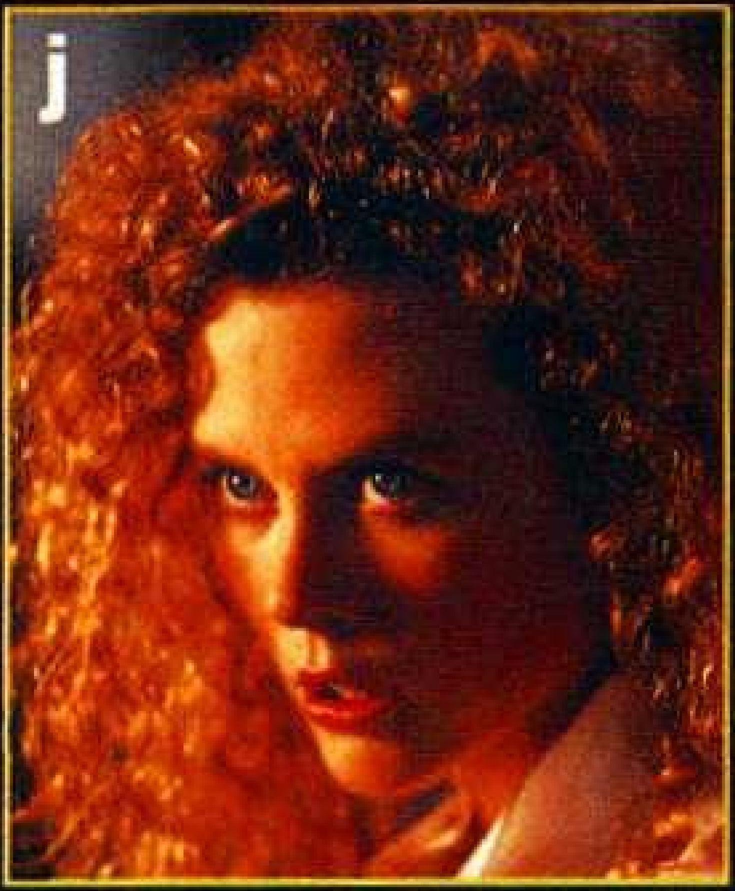
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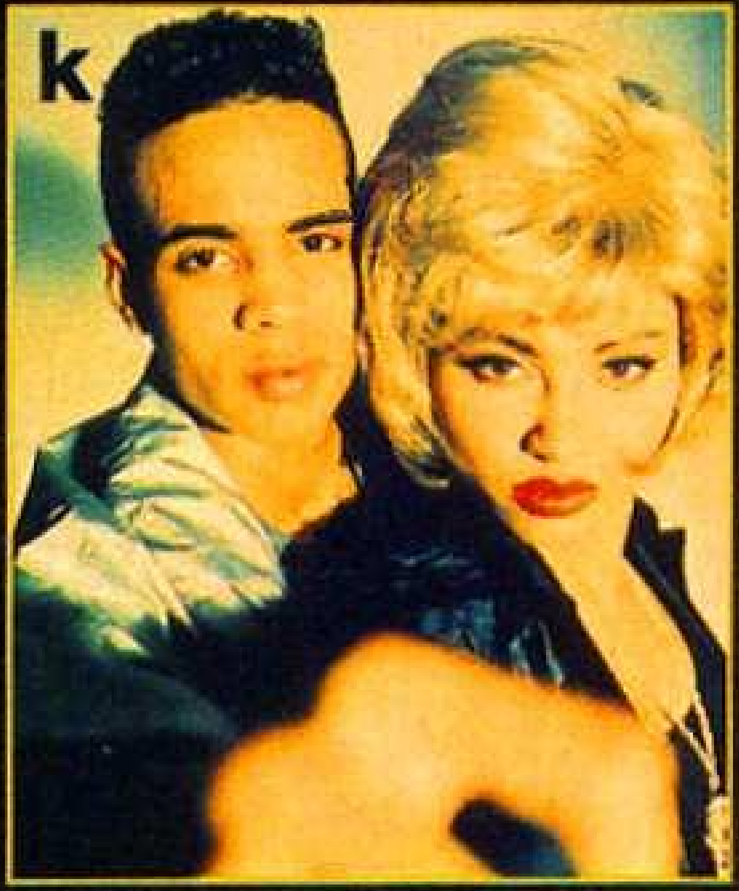
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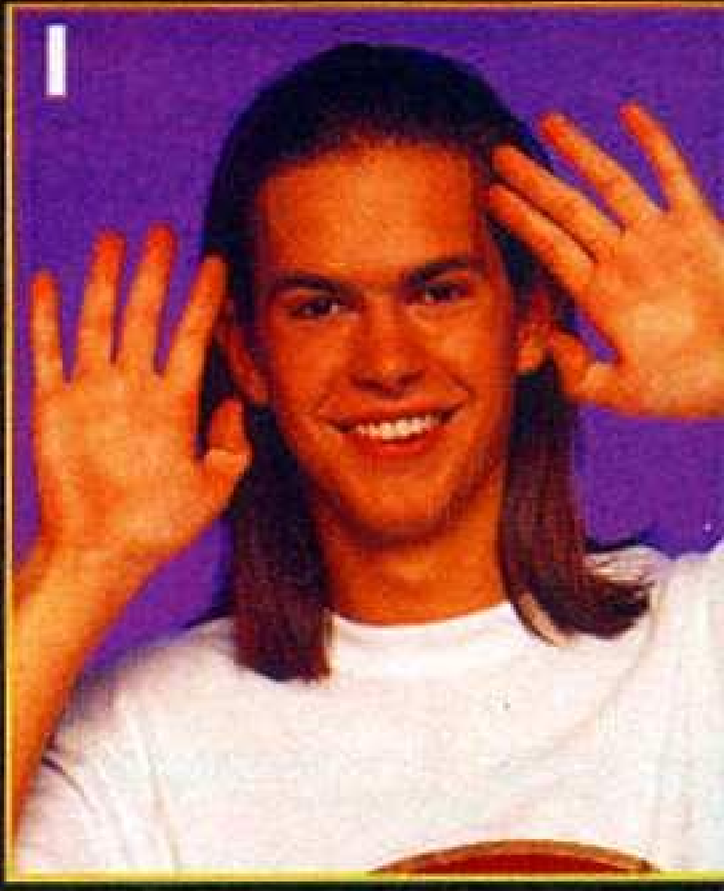
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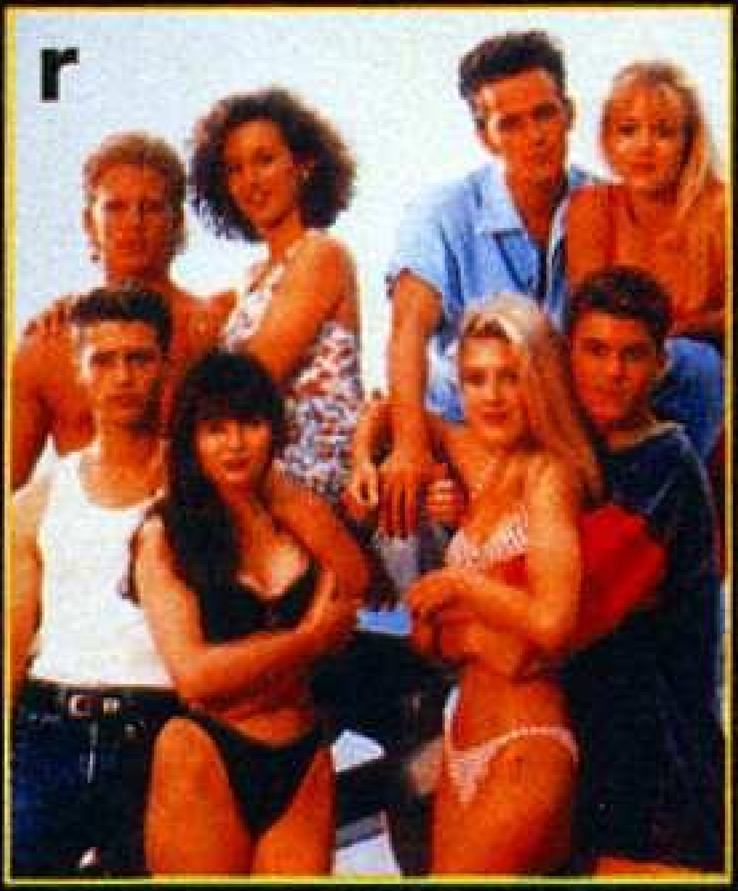
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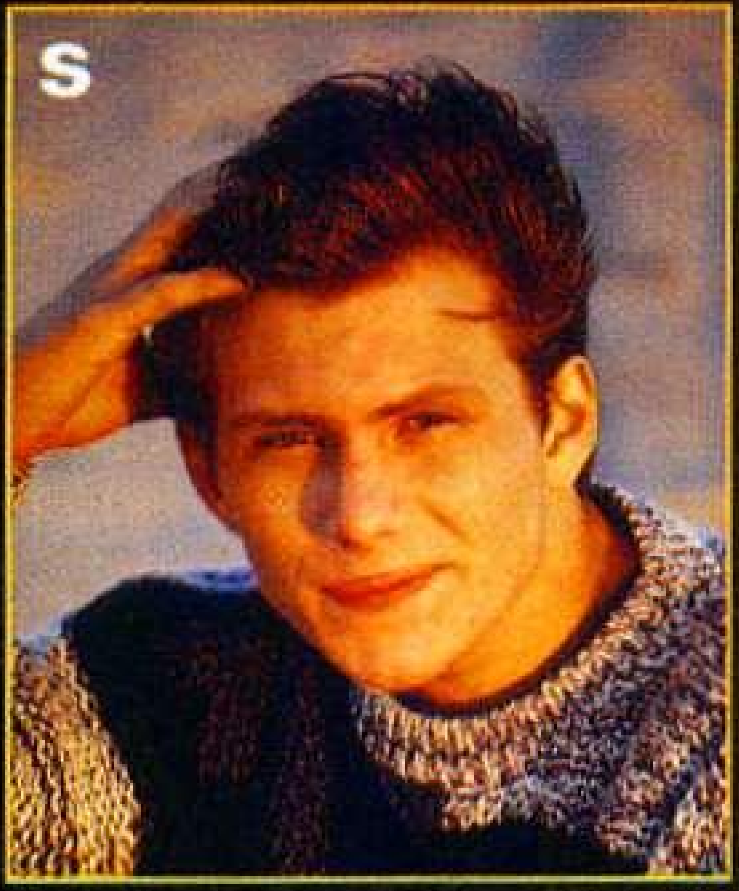
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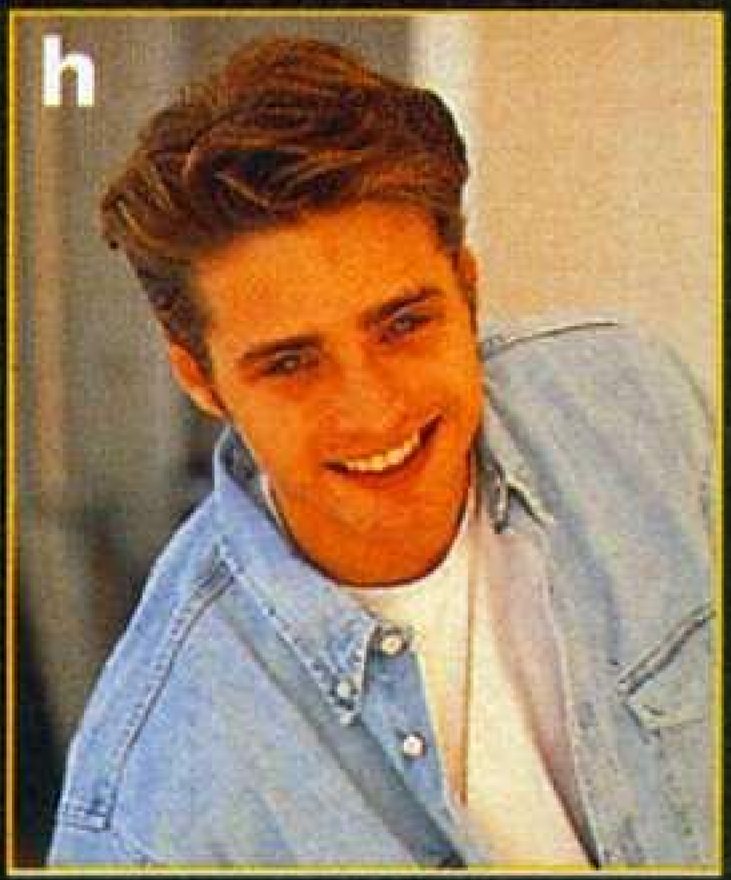
t

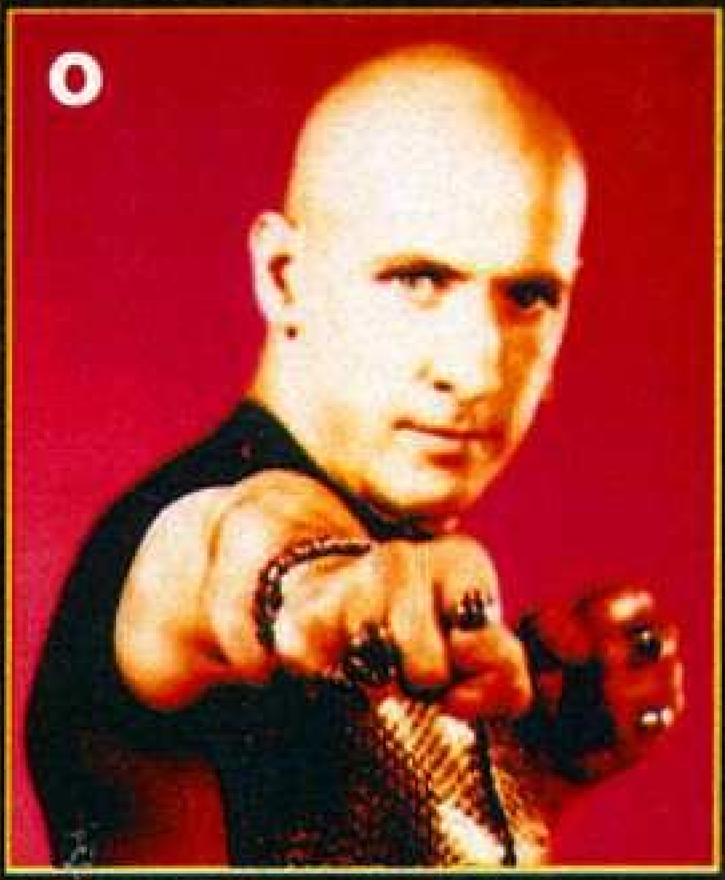
SMASH HITS reade

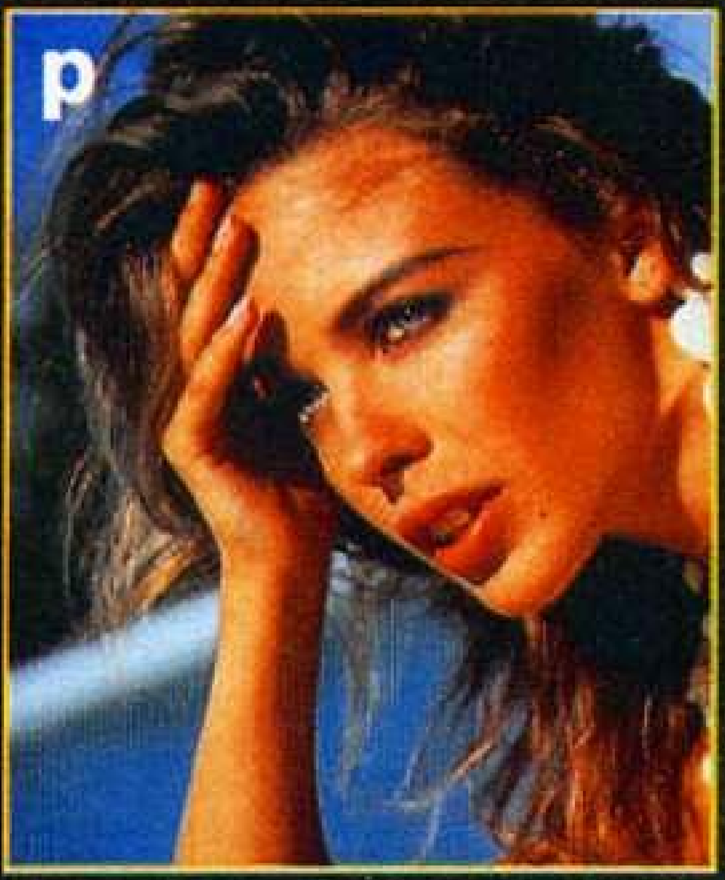
Out every fo

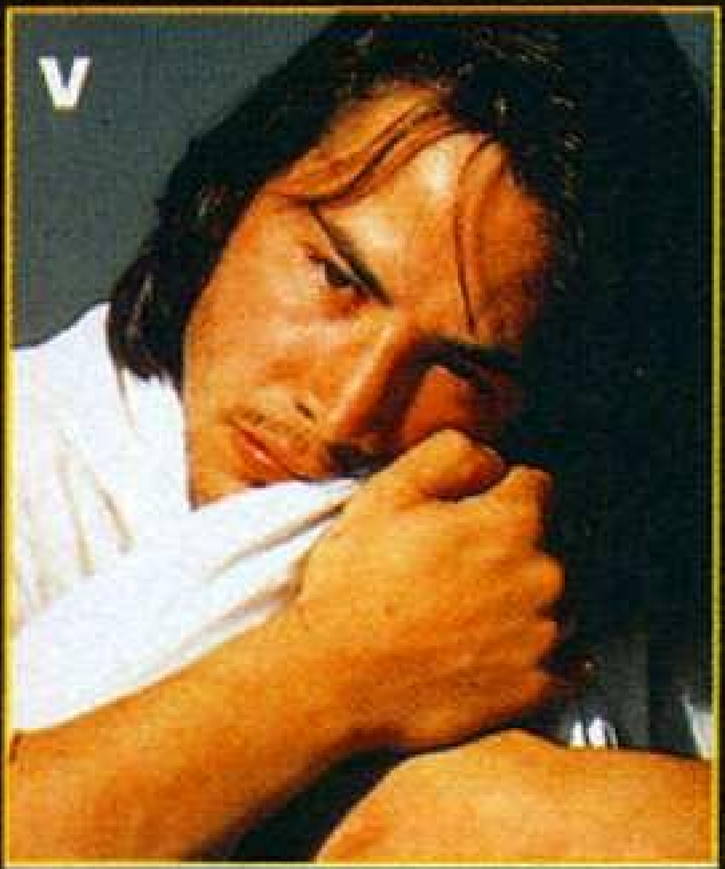
r, n) Manic Street Preachers, o) Richard from Right Said Fred, p) Kylie Minogue, q) Axl Rose, r) Beverly Hills 90210, s) Christain Slater, t) Dannii Minogue, u) East 17, v) Keanu Reeves, w) Les Hill, x) Tom Cruise.

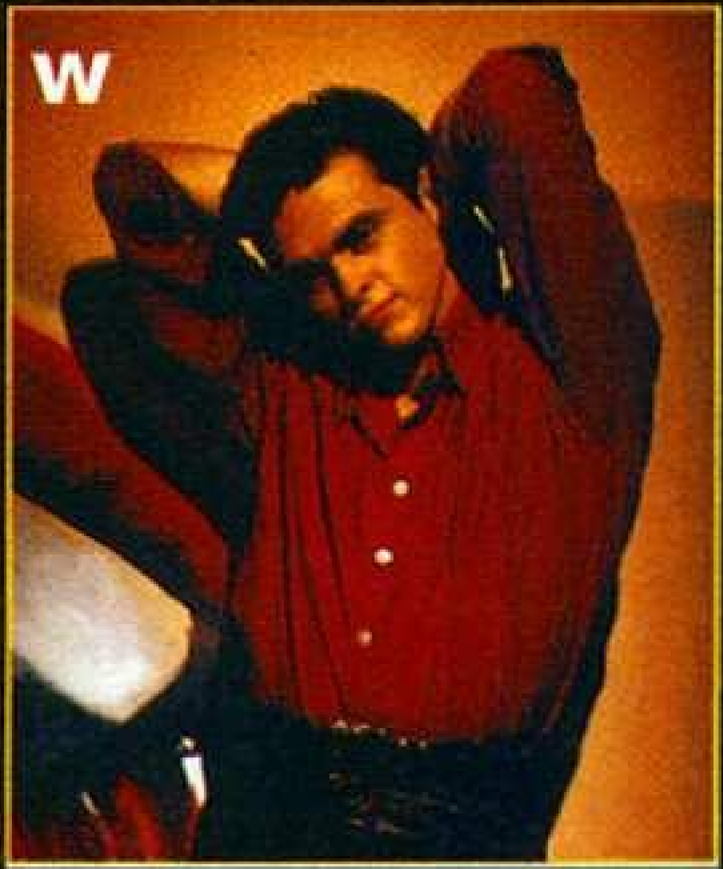
e these people?

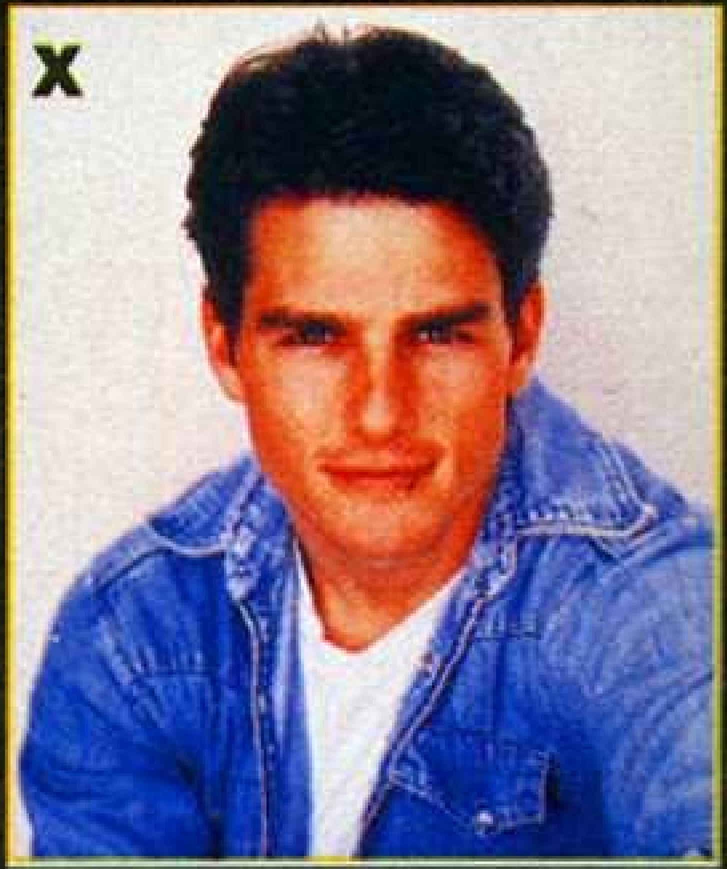












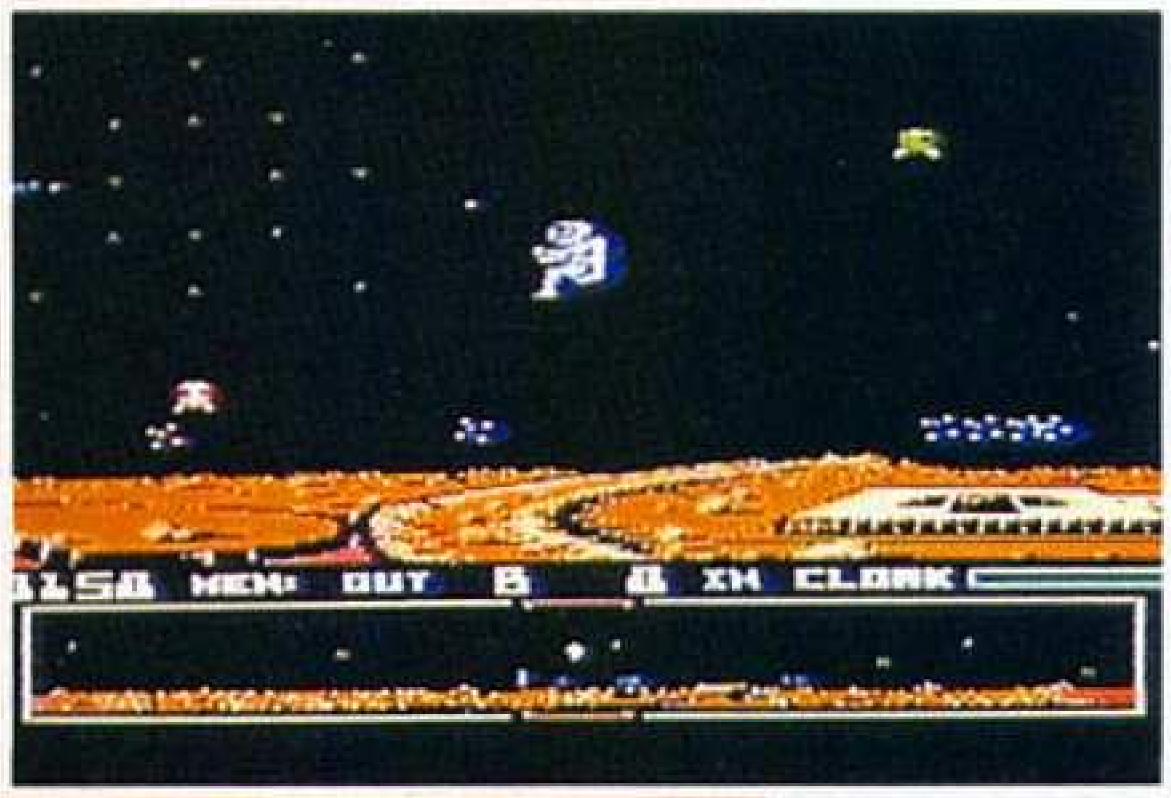
s know. Do you?

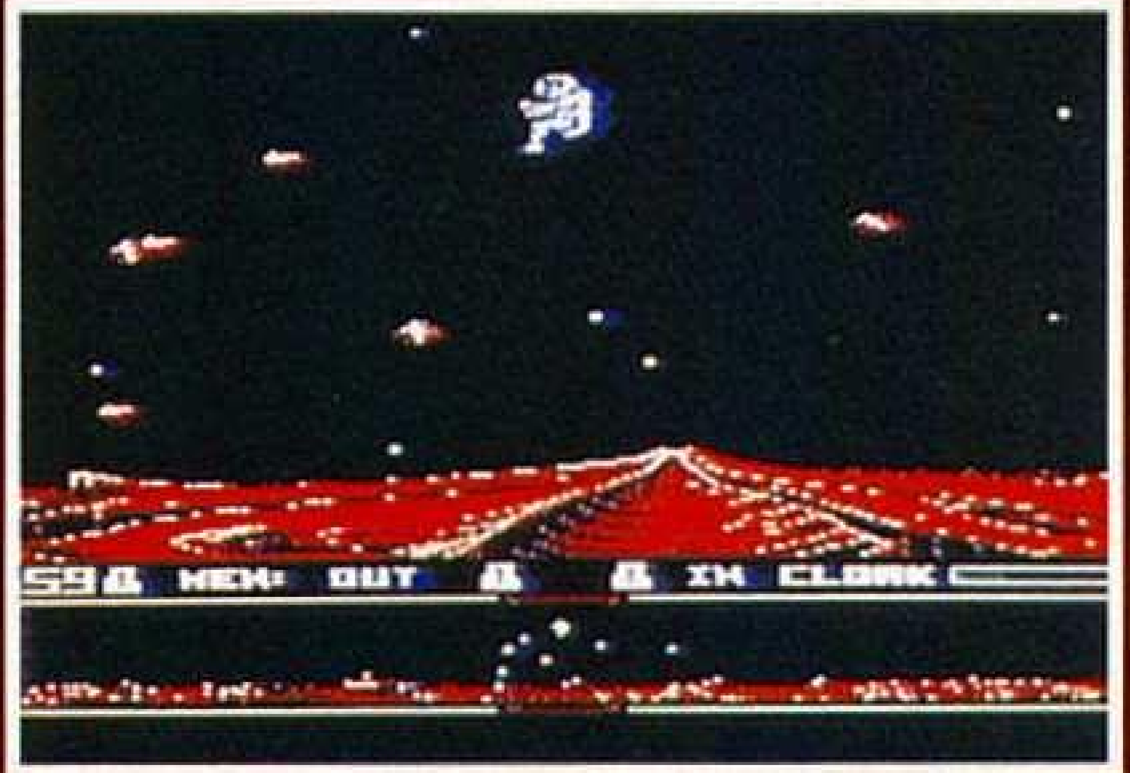
ght. Only 70p

answers:a) Betty Boo, b) Mr. C from the Shamen, c) Stephen Dorff, d) Take That, e) Madonna, f) Kris Kross, g) Melissa Bell, h) Jason Priestley, i) Shakespears Sister, j) Nicole Kidman, k) 2 Unlimited, l) Kristain

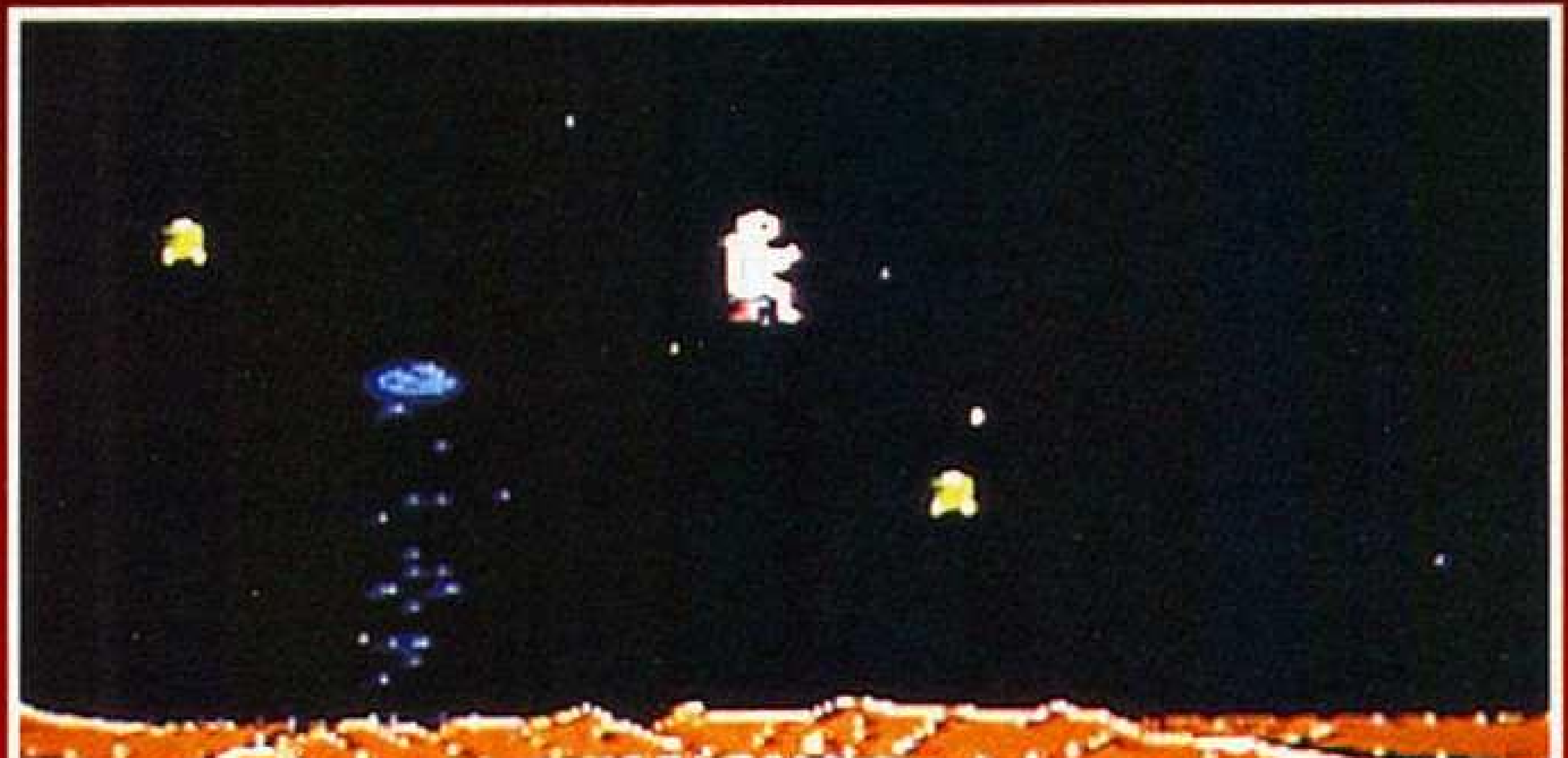
DROPZONE

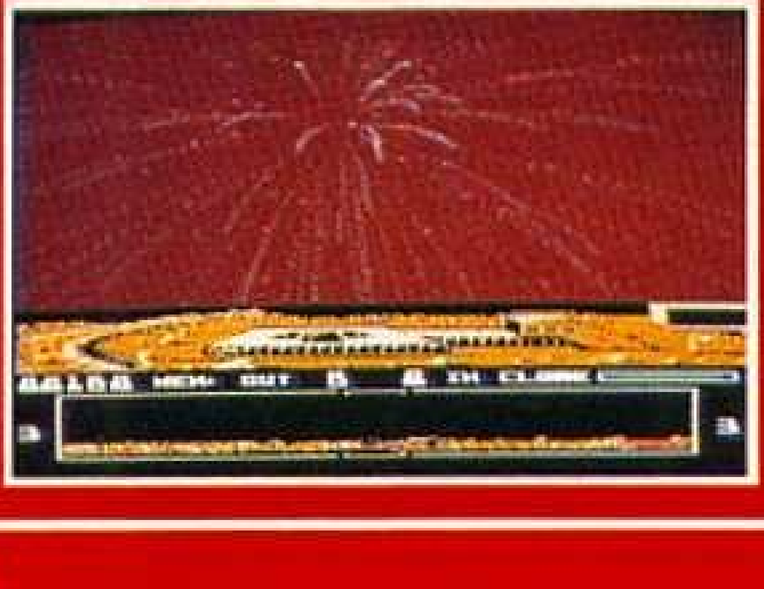
Originally appearing on the Commodore 64 and Atari 800 computers, Dropzone is one of the greatest shoot 'em ups of all time. It's based around the classic Williams arcade games Defender and Stargate, and casts you as a lone jet-packed spaceman who patrols the surface of Io (one of Jupiter's moons if you're a thickie) and defends a group of scientists from a marauding horde of highly intelligent aliens. The game is pure high-speed action, requiring lightning quick skills and blistering reflexes to survive - and it's this aspect that gave it enormous appeal. What's this got to do with Nintendo? Well, the game is coming on NES. Jaz saw a nearly-completed version and reckoned it was the best Nintendo blaster yet seen, with super-fast and super-smooth scrolling, great graphics, tons of aliens and fabulous handling. Wow! We'll be bringing you more news of this amazing game when we have it.

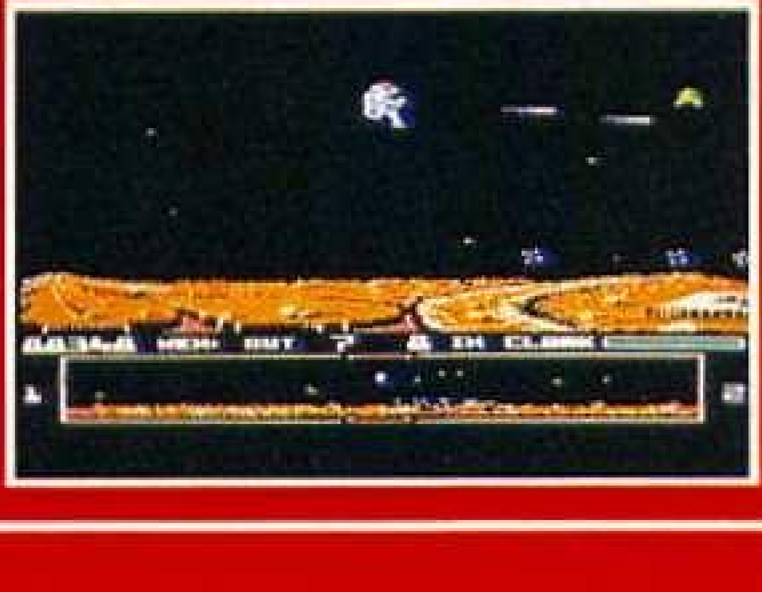




▲ Loads of blasting action as the space-suited hero lets rip with his lasers. There are many enemies, each with different behaviour patterns.







GAME FAX

- PRICE: £40.00
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

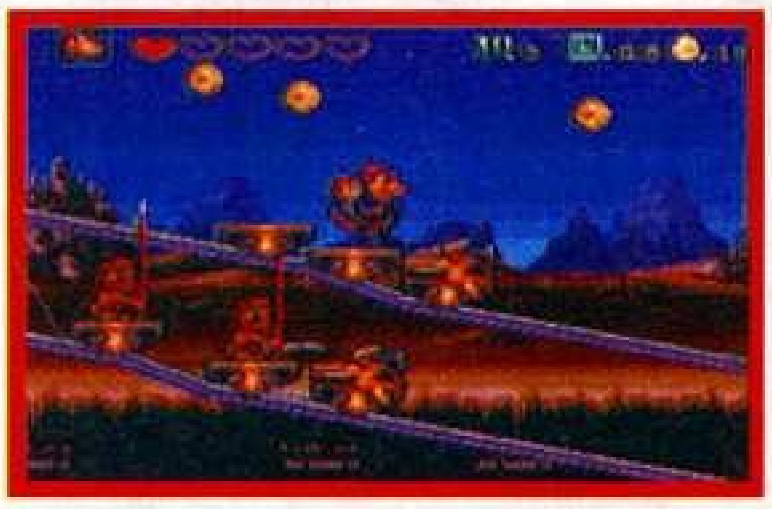
A.S 3

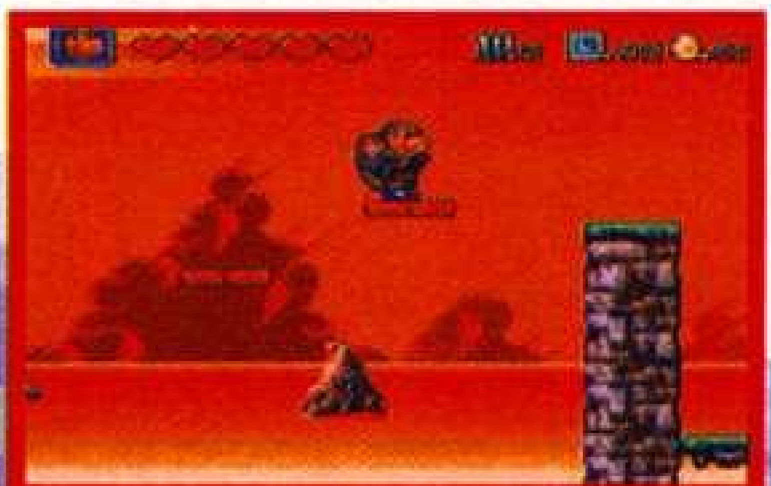
SNES

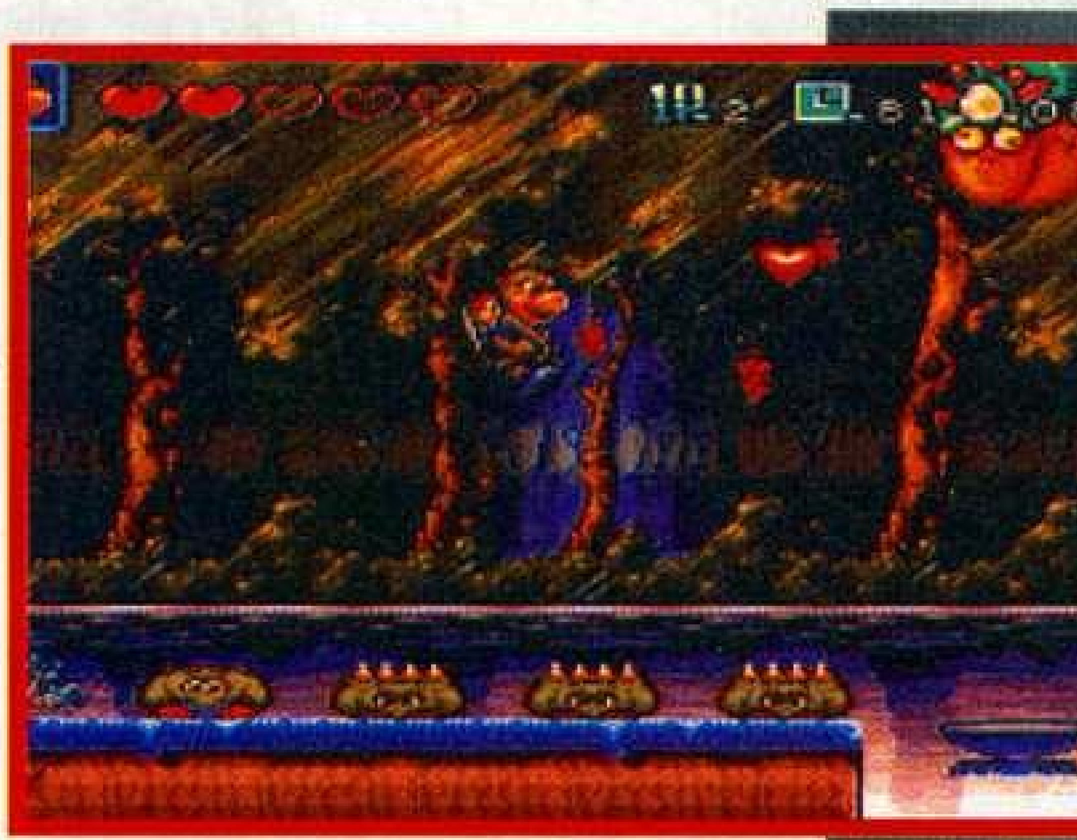
DINOSAURS

Sir Jimmy Saville covered many important topics In his TV series Play It Safe, about safety in the home and elsewhere. Unfortunately, he never got around to "Safety in Top Secret Laboratories", or else Tim and Penny might have been saved some trauma. Y'see, the playful tykes were happily larking around in their uncle's top secret laboratory when they chanced upon his time machine. Being curious brats, the twins decide to transport themselves back to the age of dinosaurs. Sadly, they manage to lose control of the machine whilst in mid-warp, and so appear on an entirely different part of the planet to the gadget. Even worse, it it has landed in the vile hands of Mr Big, evil dinosaur extraordinaire, who now plans to use it to gain domination of time, space and the universe. There is one hope however, in the form of two magic dinosaurs who have befriended the kids.

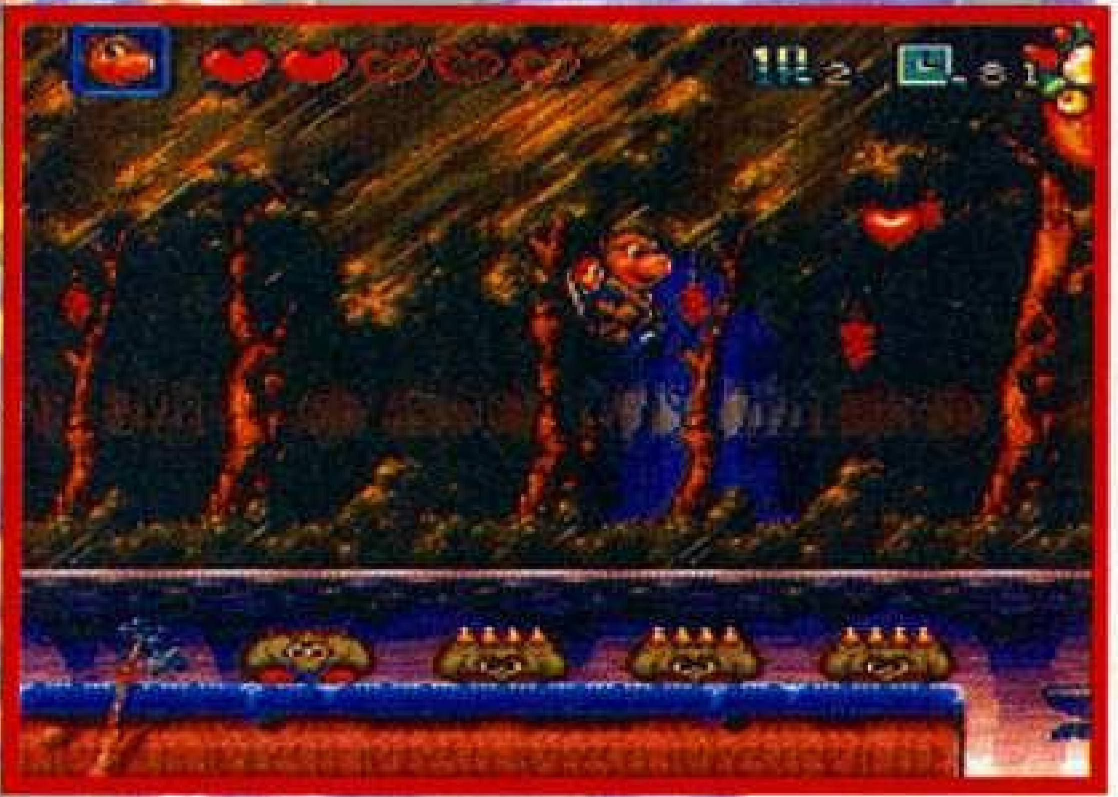
Thus runs the plot of Dinosaurs, the new platform adventure from Irem. It boasts superb graphics and some original ideas - like levels set on prehistoric fairground rides! From what we've seen of the advance version it's looking pretty smart, although the SNES isn't exactly short of platform titles. It should be released officially later on this year.



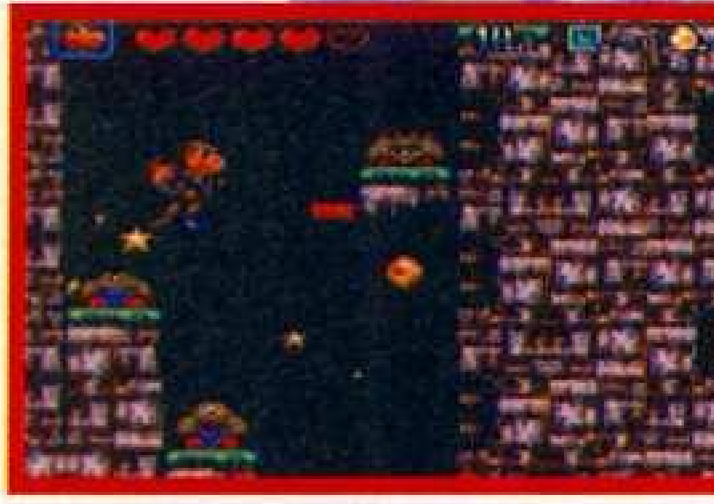




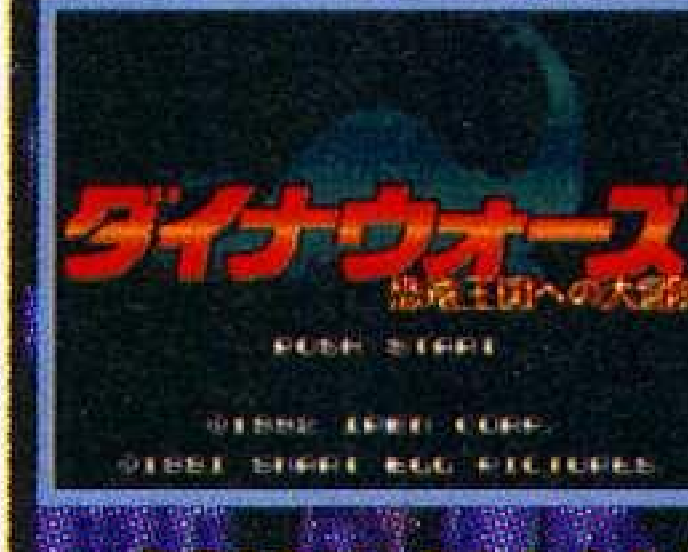
▲ Use the green blobs to jump higher but avoid getting too close to the giant snakes or you'll be swallowed up!



▲ The spikey statues can freeze the water enabling you to walk across. Make sure you're not in the water when it's being frozen though or you will be trapped by the ice!



GAME FAX



- **PRICE: £44.99**
- **BY: IREM**
- **PLAYERS :2**
- **MEGS: 4**

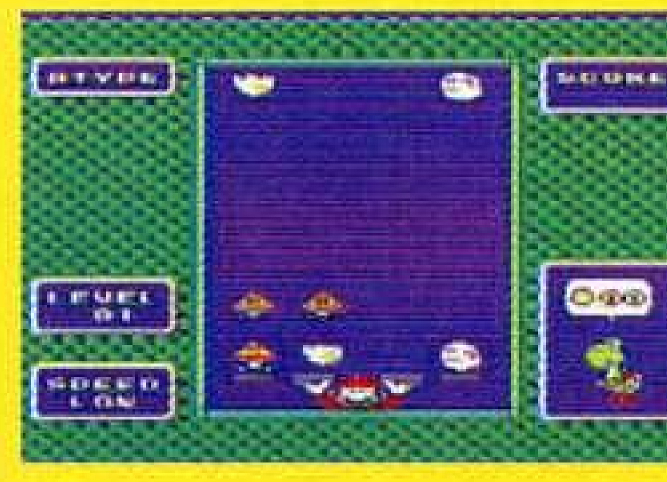
YOSHI

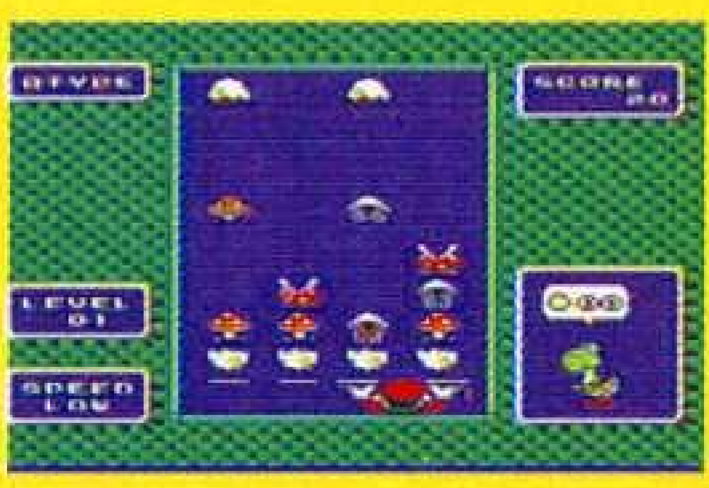
A.S 4

NES

It's a bit of a shame that Yoshi, perennially grinning greedy dinosaur and handy transport for lazy Mario, has what can only be described as a bit of a token role in this, his first solo venture. For a start, it's Mario and Luigi who are controlled by the player(s), and Yoshi seems to feature more prominently in the scoring panel than anywhere else.

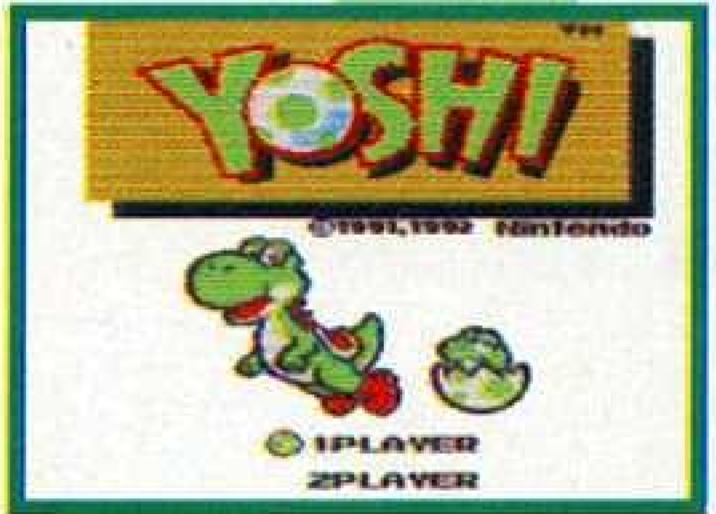
Nevertheless, the forthcoming vertical puzzler looks like being something of a hit when released this autumn. It's rather like a cross between Tetris and the Sega game Columns, but not quite as weird as it sounds. We'll give you more info when we review the game next month.





▲ The action hots up as Mario desperately tries to match up the falling objects.

GAME FAX

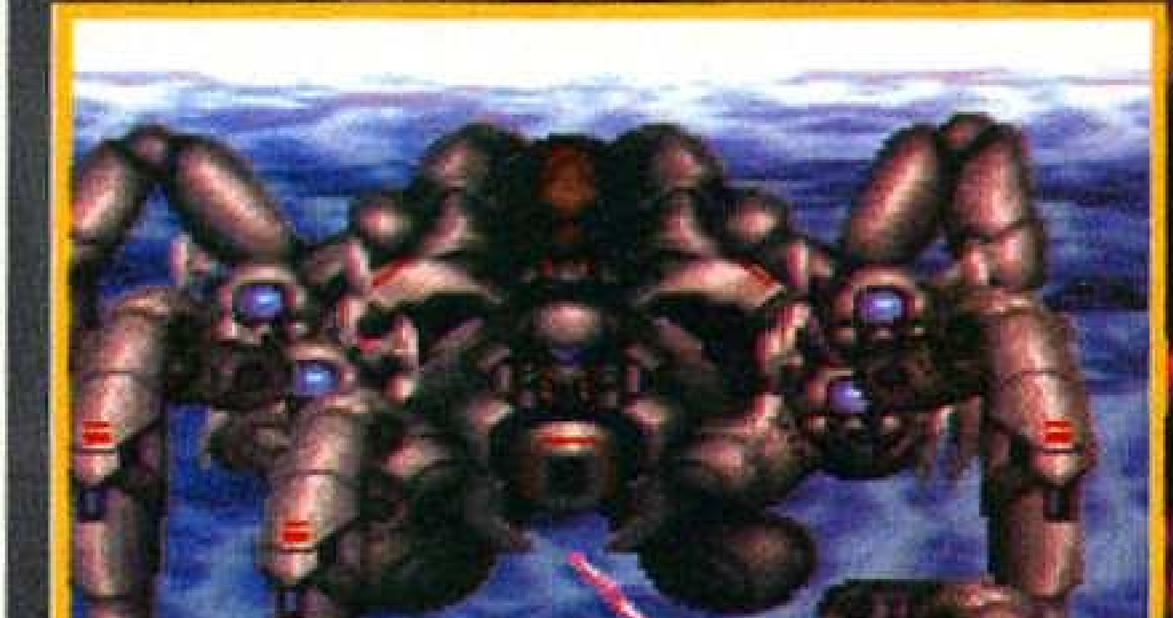


- **PRICE: £39.99**
- **BY: NINTENDO**
- **PLAYERS :2**
- **MEGS: 2**

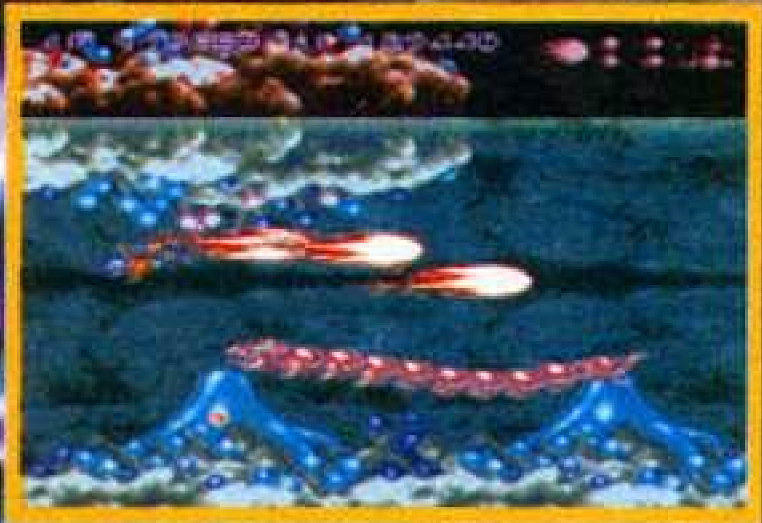
AXELAY

A.S 5

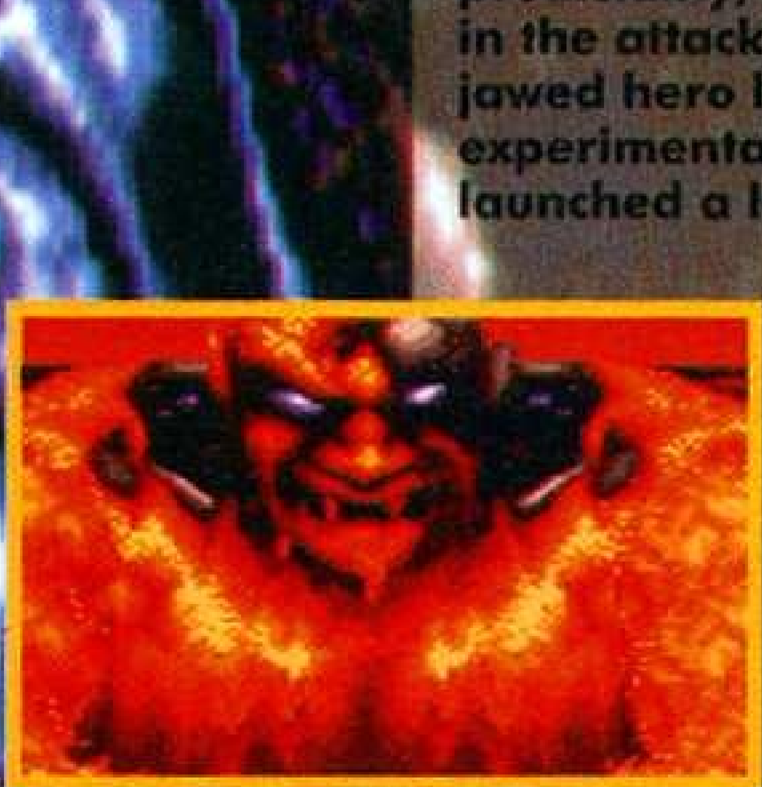
SNES



▲ A huge robot spider attempts to prevent you from leaving level 1. Attack the spider's eye and avoid becoming trapped in its deadly electric web which can slow you down until you can no longer dodge its bullets.

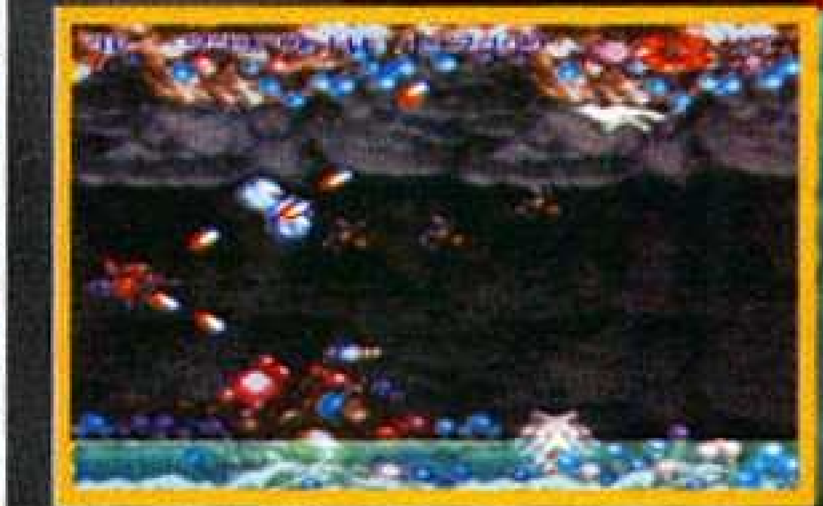


Who'd be a crack pilot eh? It's just a passport to misery and disaster. Take the latest shoot 'em up hero on the block, the pilot of the Axelay craft in Konami's game of the same name. There he was minding his own business when the planet Earth was invaded by an evil alien race who laid the planet to waste within a matter of days. Sadly, and predictably, his entire family was wiped out in the attack. Wasting no time our steel-jawed hero leapt into the cockpit of his new experimental one-man space fighter and launched a lone bid to bring down the merciless alien empire.

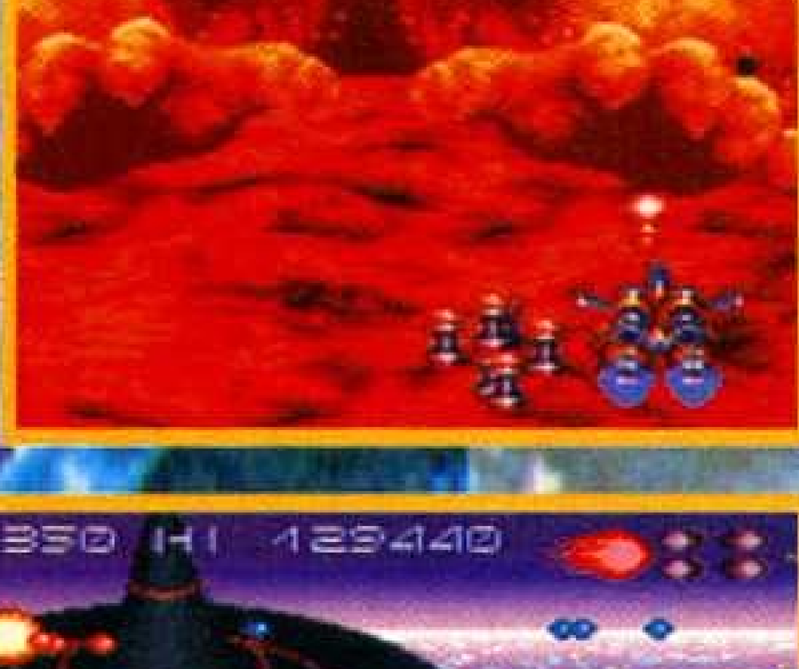


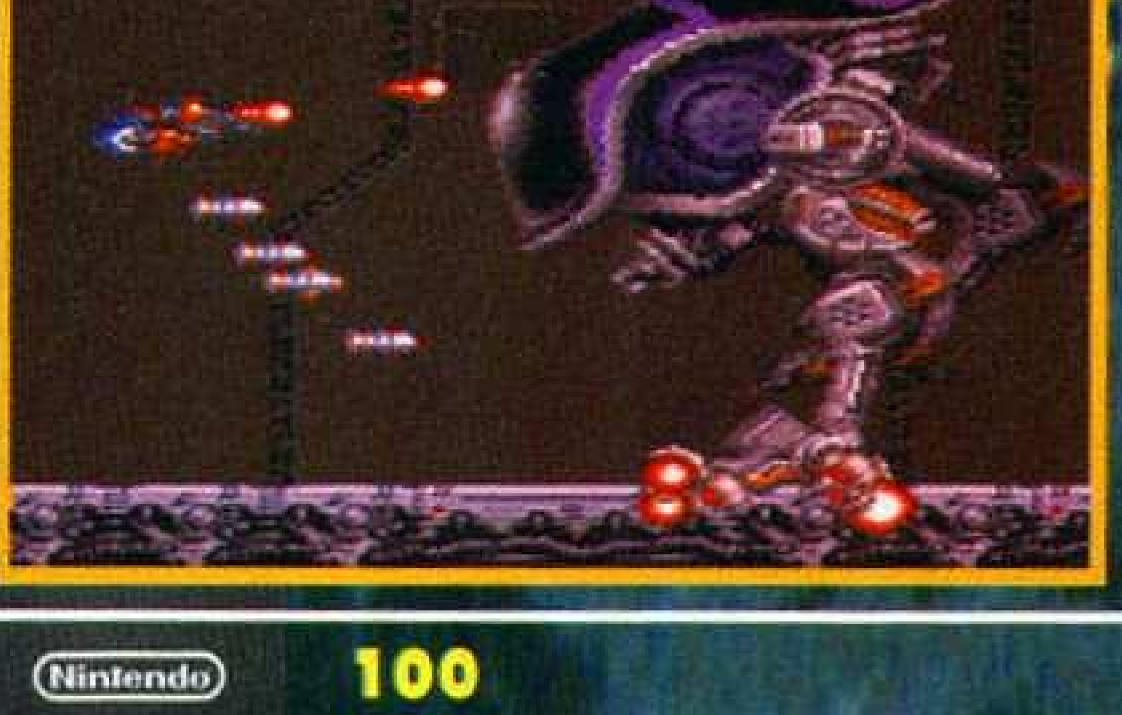
What ensues is possibly the greatest shoot 'em up the SNES has seen to date. Axelay boasts some of the best graphics going, from the dreamy backgrounds to the giant robot spiders, gunships and other adversaries, including a spectacular guardian who looks not unlike ED209. The sound is great too, with suitably crunchy effects evoking an aura of extreme death and some groovemongous tunes adding to the atmosphere. The pre-production version we've played would seem to have gameplay to match the action, it's certainly very fast and frenetic with loads of ultra-destructive weapon to annihilate your foes into oblivion. What's more, the game features a swinging level switch which alternates each level from vertically scrolling to horizontal, so all-round blasting skills are essential to success.

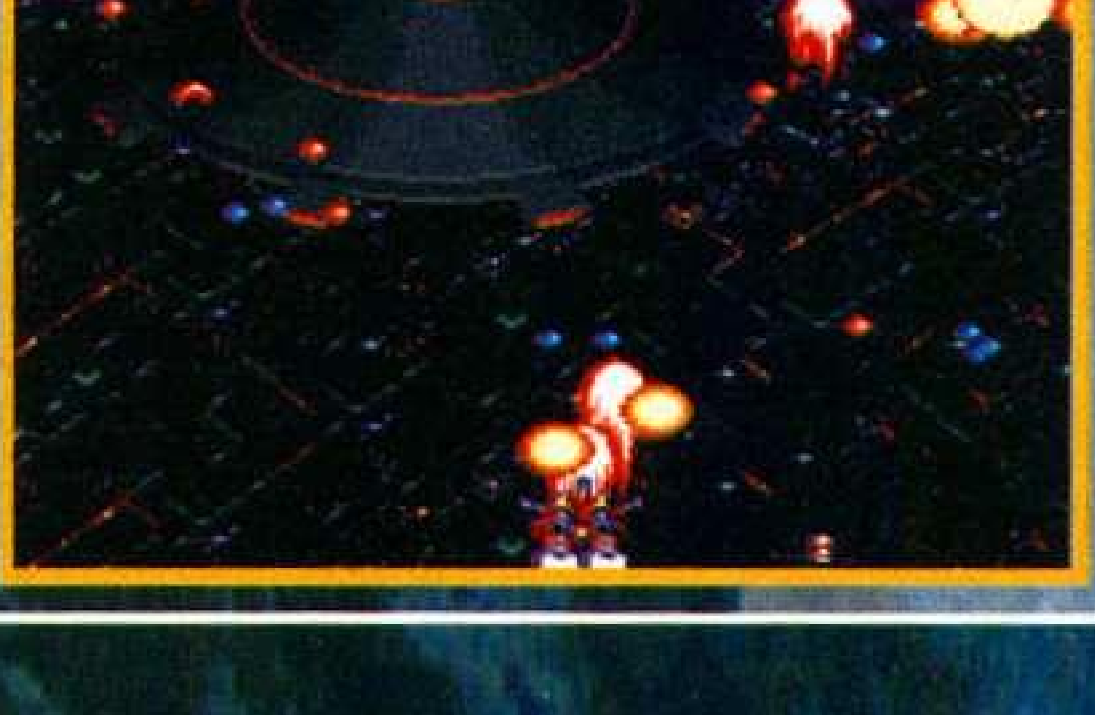
Genocide fans should watch out for our full review in a forthcoming issue of NMS.



▲ Playing Axelay on hard level and every enemy destroyed will send a shower of bullets in your direction. Cripes!







GAME FAX

AXELAY
START
SET UP

- PRICE: £44.99
- BY: KONAMI
- PLAYERS :1
- MEGS: 8

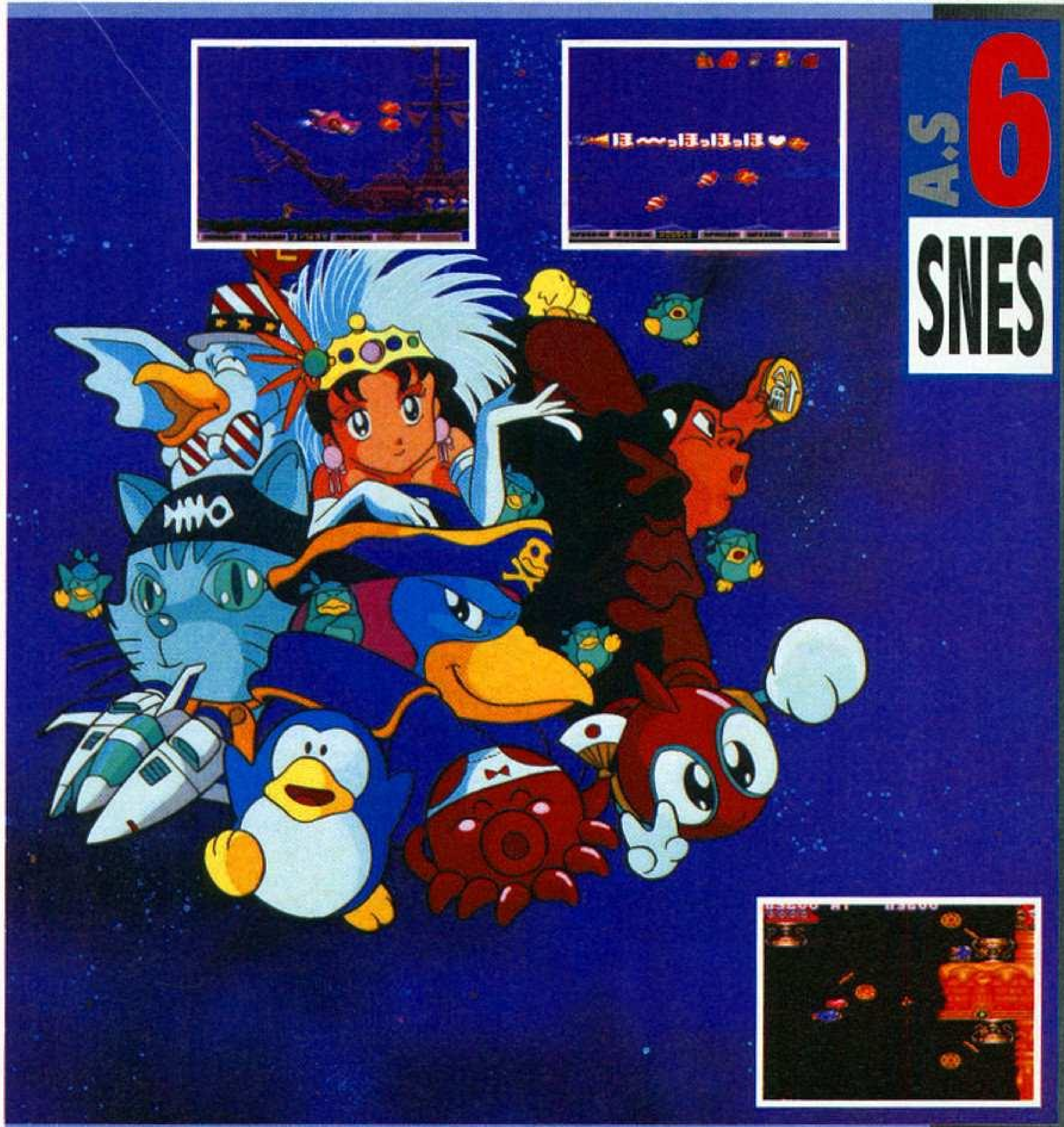
PARODIUS

The excellent blaster Parodius, which caused a storm when it was unleashed upon the world's arcades, is now set to do the same on the SNES. The game has reached us in a pretty much complete state of development and it plays like a dream. For those of you who missed out on this zany shoot 'em up, the action takes place over seven levels of the most spaced-out space aliens you ever did see.

Like the original you get to select one of four strange craft, each with a power-up selection of their own. For example, the rotund Octo craft has access to a ripple laser, which blows rings from his snout, or you could pick the Pentarou for his deadly spreading shrapnel fire. Firepower is only one of the custom options on offer. Others allow you to choose your starting point and pick your skill level.

The game itself is a real hoot as well as being enormously challenging. At the end of level three you find yourself sneaking between the legs of a giant, go-go dancing woman as she stomps across the screen. Time your movements badly and you face serious stiletto-related damage to your ship. Ooyah!

It appears that Parodius has lost none of the features or the fun of the arcade. Check out the only official, hence definitive, review here soon!



GAME FAX

PARODIUS
パロディウスだ!
— 神話からお笑いへ —
PLAY SELECT
▸1PLAYER
2PLAYERS
OPTION
OMAKE?
© 1992 KONAMI
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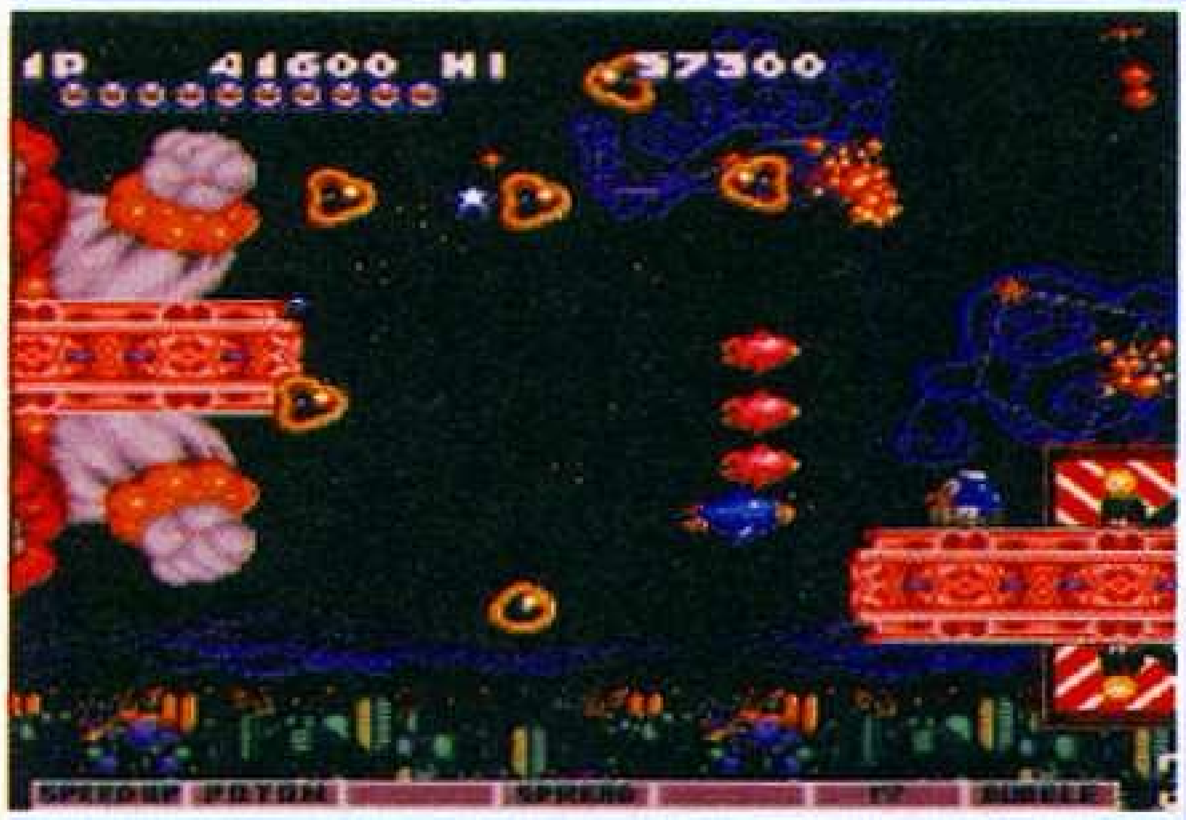
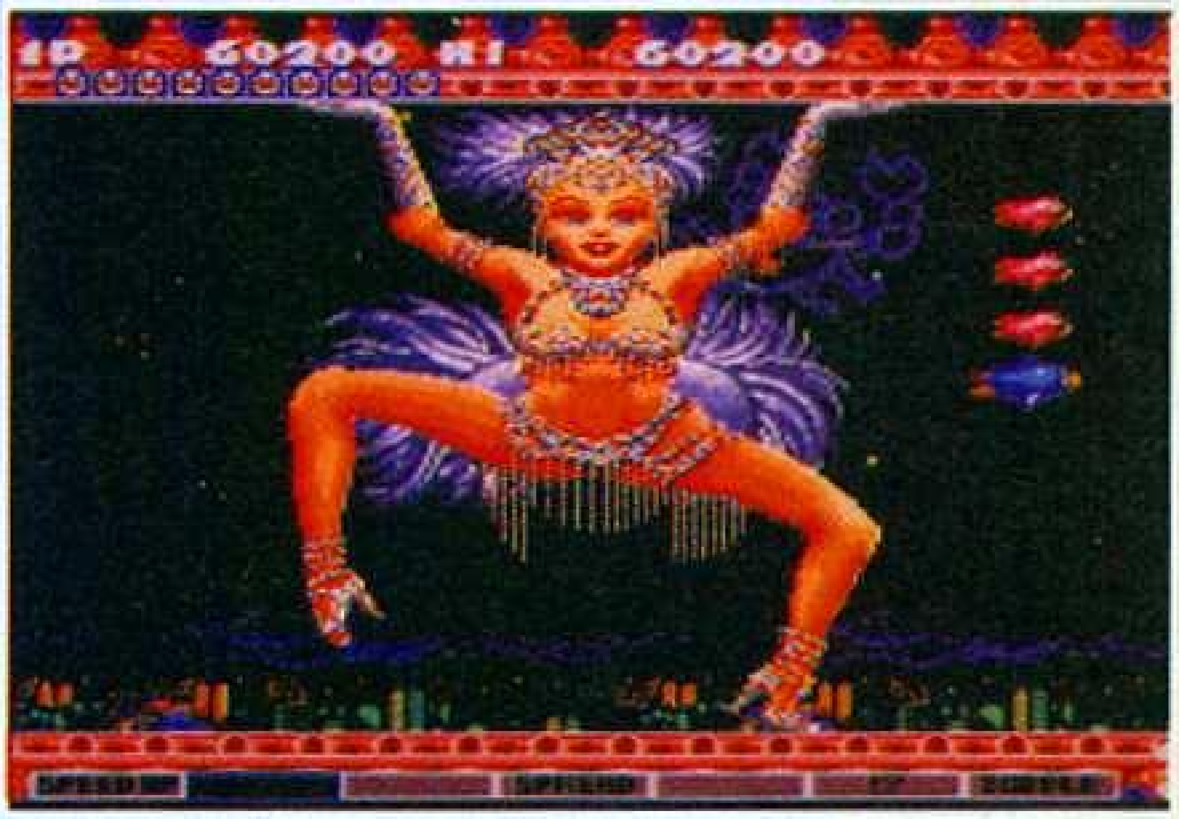
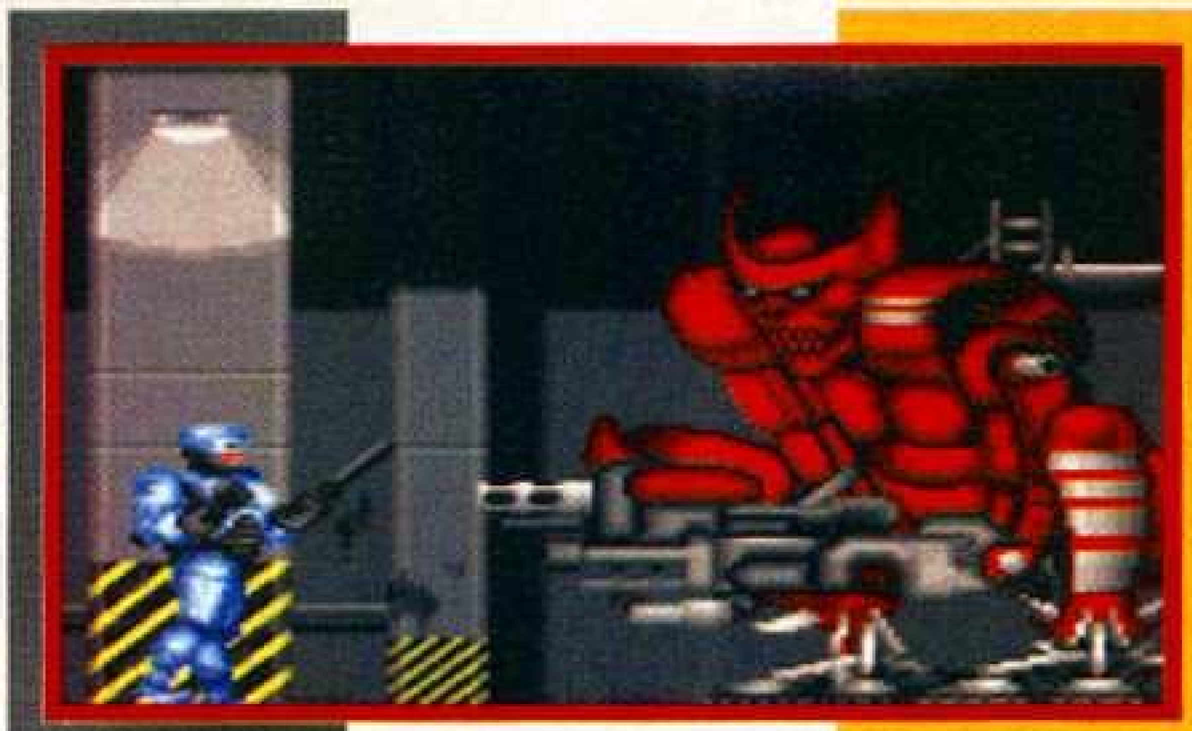
- **PRICE: £24.99**
- **BY: KONAMI**
- **PLAYERS :1**
- **MEGS: 1**

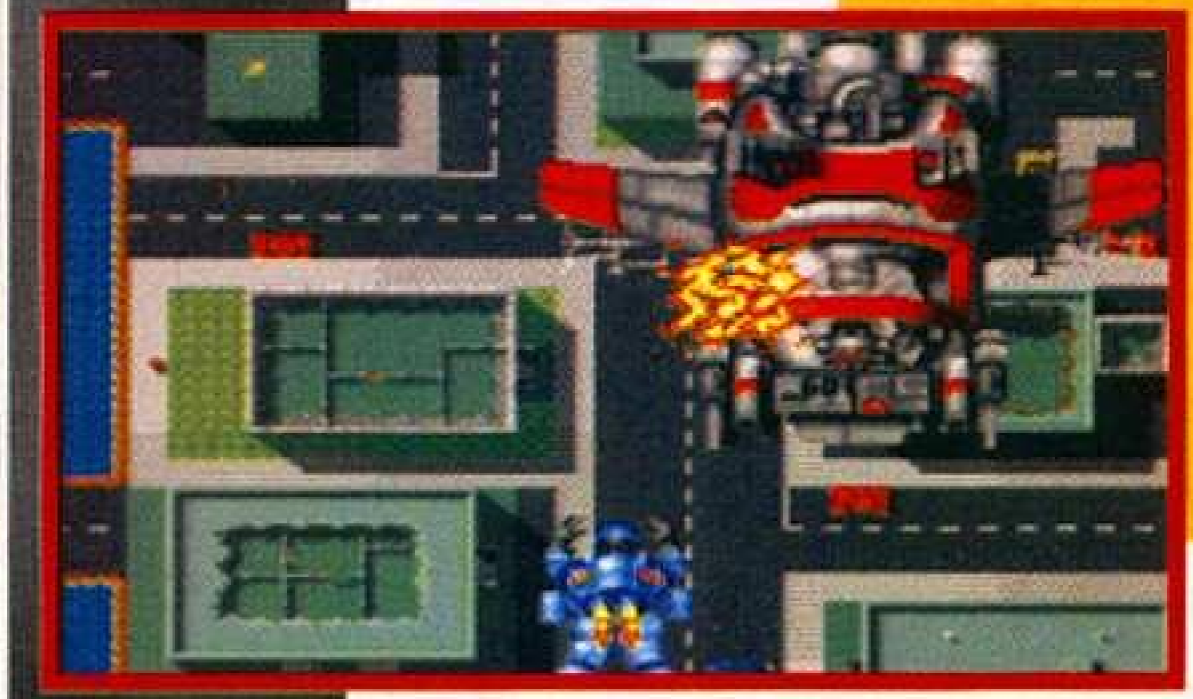


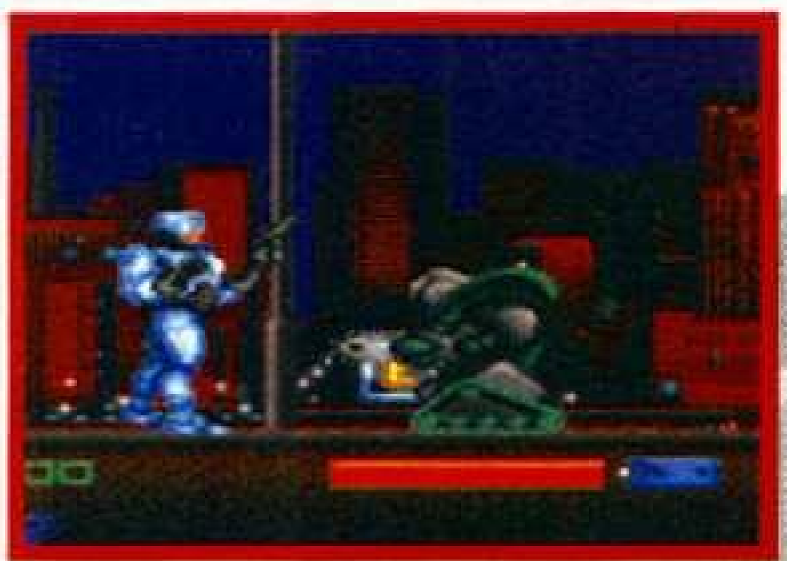
▲ Level two sees our Pentarou pal taking on the might of the clown and penguin armed forces! Precision flying is essential if Pentarou is to make it through to the end.



▲ After negotiating the clown maze you must then evade the advances of a giant go-go dancer!







A.S 7

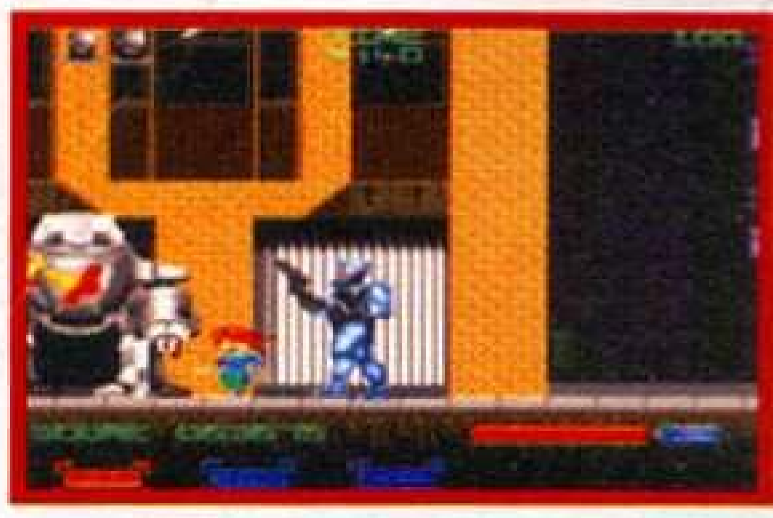
SNES

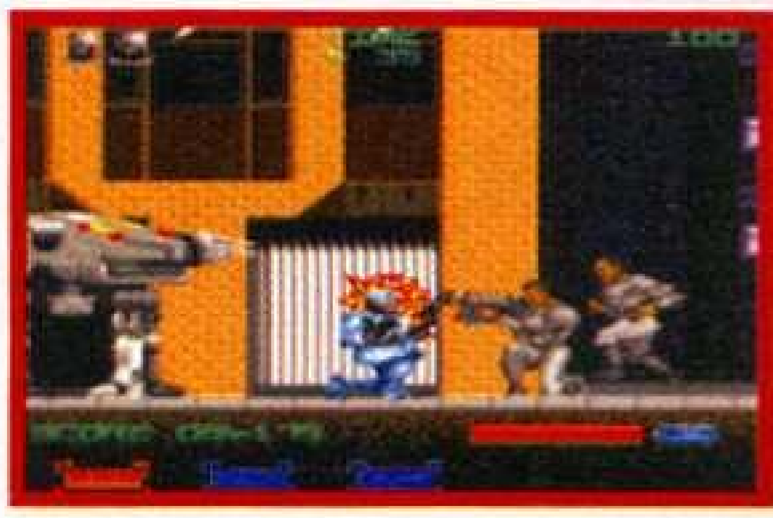
ROBOCOP 3

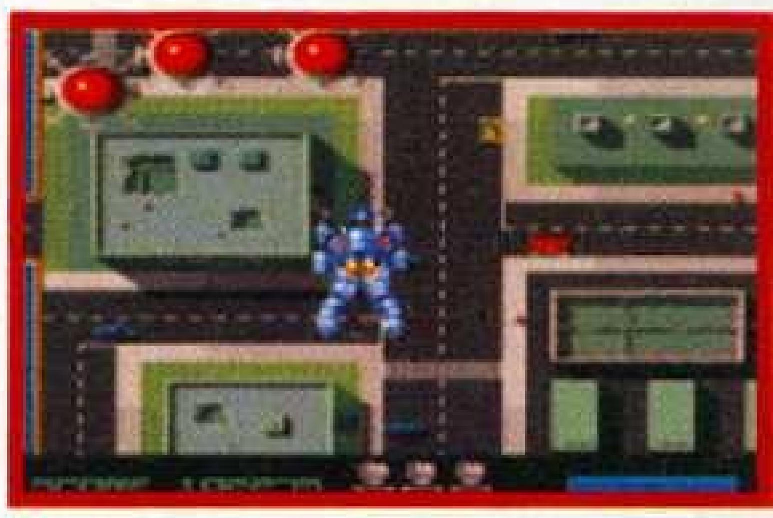
Currently undergoing play-testing at Ocean's Manchester HQ is the third instalment in the Robocop series. Based on the forth-coming film, the game is another scrolling blaster, with the player guiding the Kevlar-covered Cop through a series of villain-infested stages. However, whereas ol' Robo was limited to his hand gun in the first two films, here we see the incorporation of a series of new add-on utilities - including a flame-thrower and a rather nifty jet-pack!

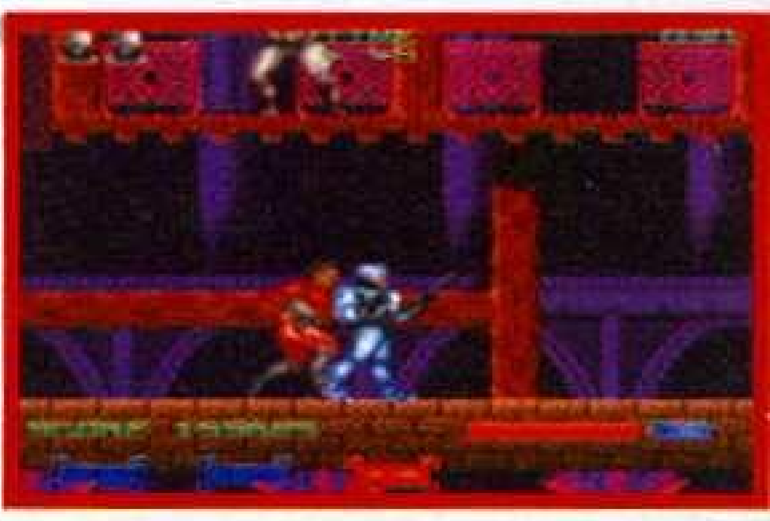
Spanning six stages, the game starts off in a horizontally-scrolling environment, with Robo taking out wave after wave of felons with whatever power-ups come to hand. As in the first game, numerous crooks hang out of windows and doorways, and the player must blast a path through to a confrontation with a larger guardian or gang of crooks at the end of the stage. During the third level, Robo takes to the sky in a vertically-scrolling shoot 'em up stage, which involves showing his flying and destructive capabilities to the all of New Detroit - and a variant of this scene makes a return in the game's conclusion, too.

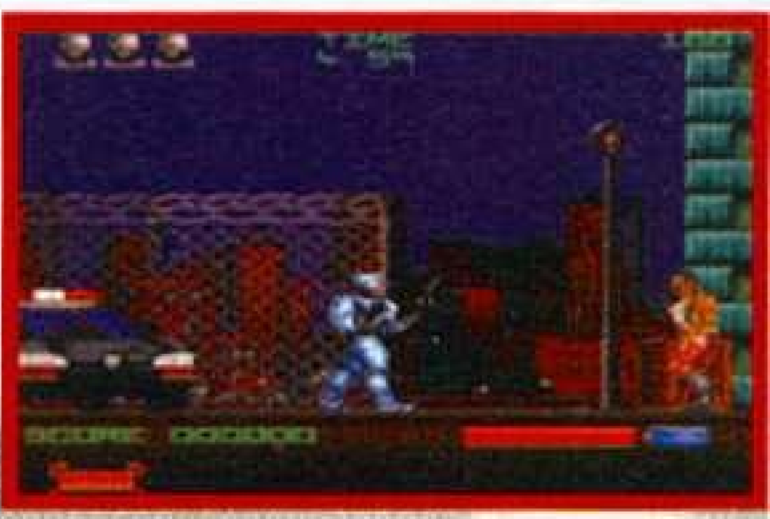
Although details of the film are scarce, Ocean have been working from the movie script and assure us that all the on-screen action will be in the final celluloid version - for instance, during the film, Robo meets up with a nine-year-old electrician prodigy, and in the game she turns up to mend a defunct ED-209 droid who will provide extra weaponry back-up. Look forward to Large sprites, lots of explosions and other blast-associated noise.

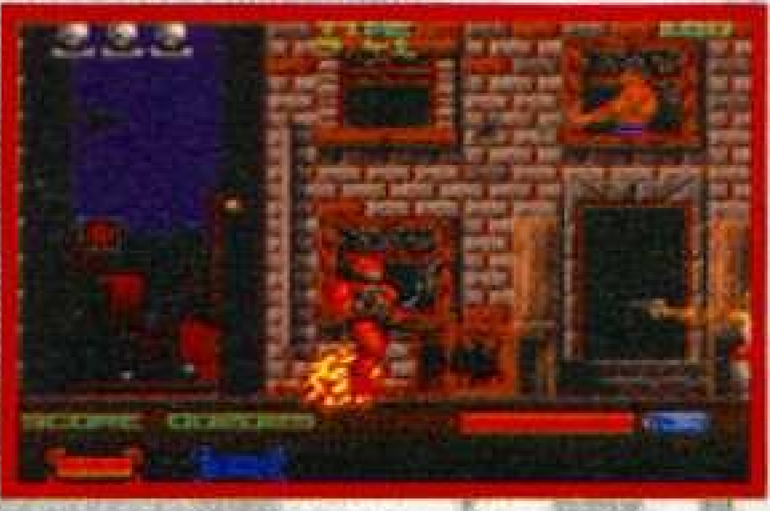


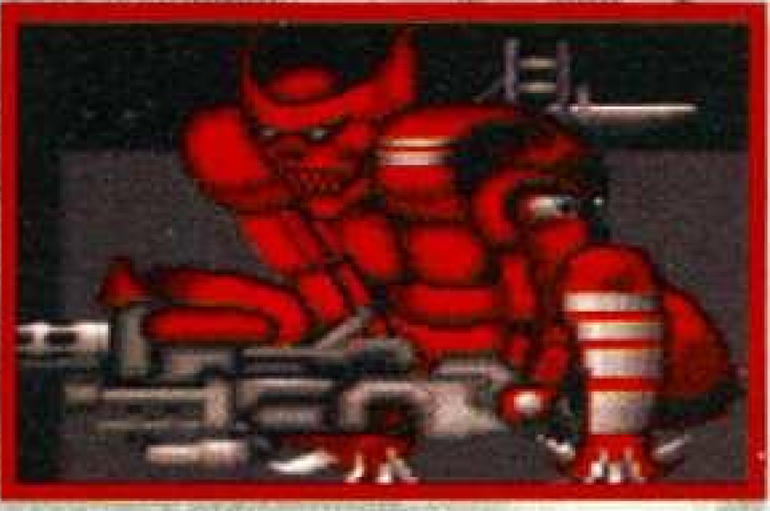


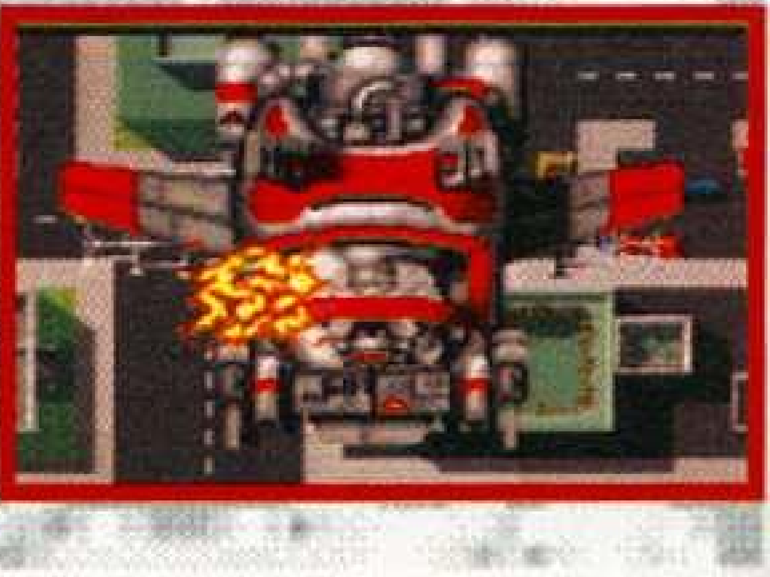


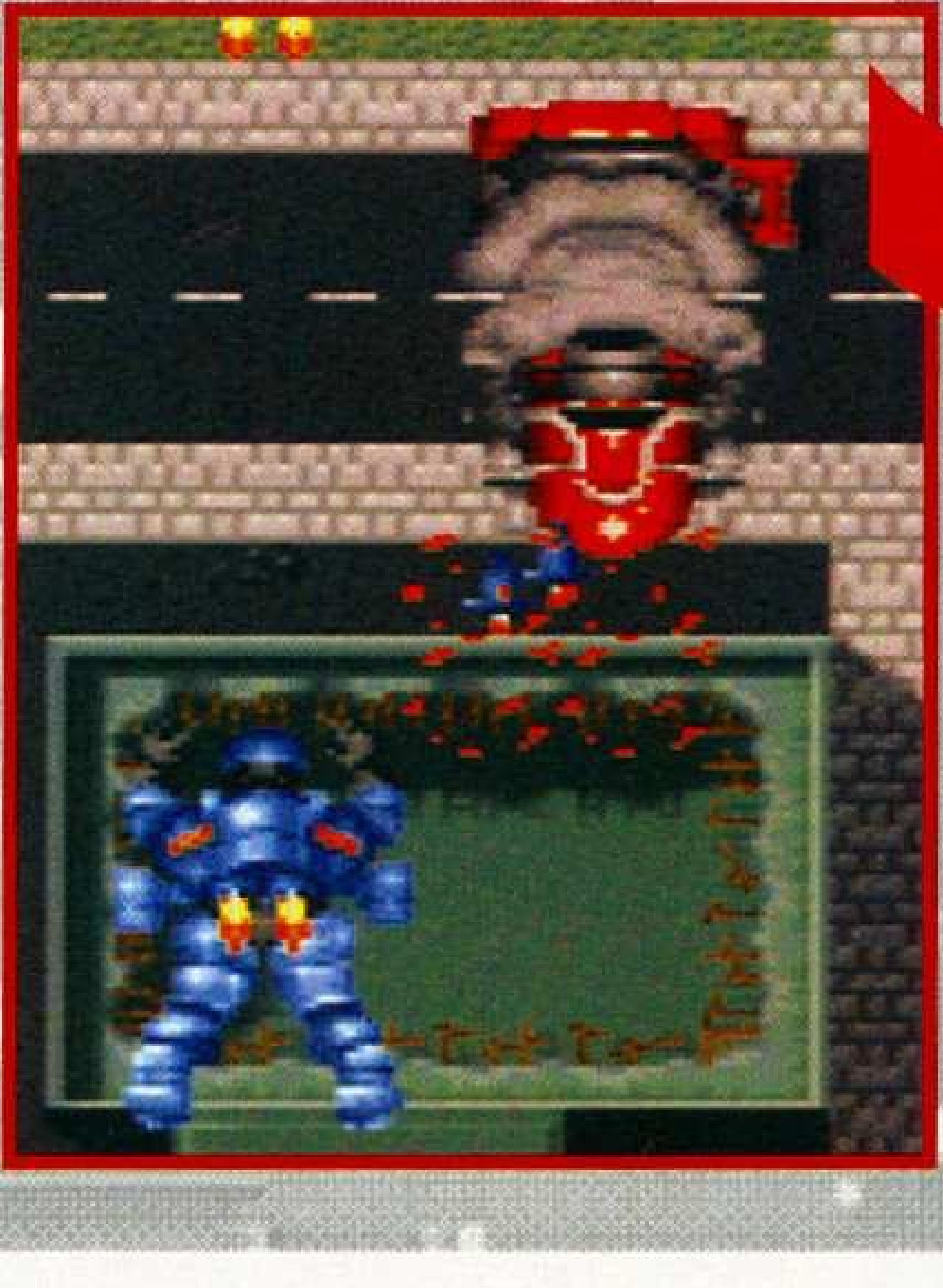












GAME FAX

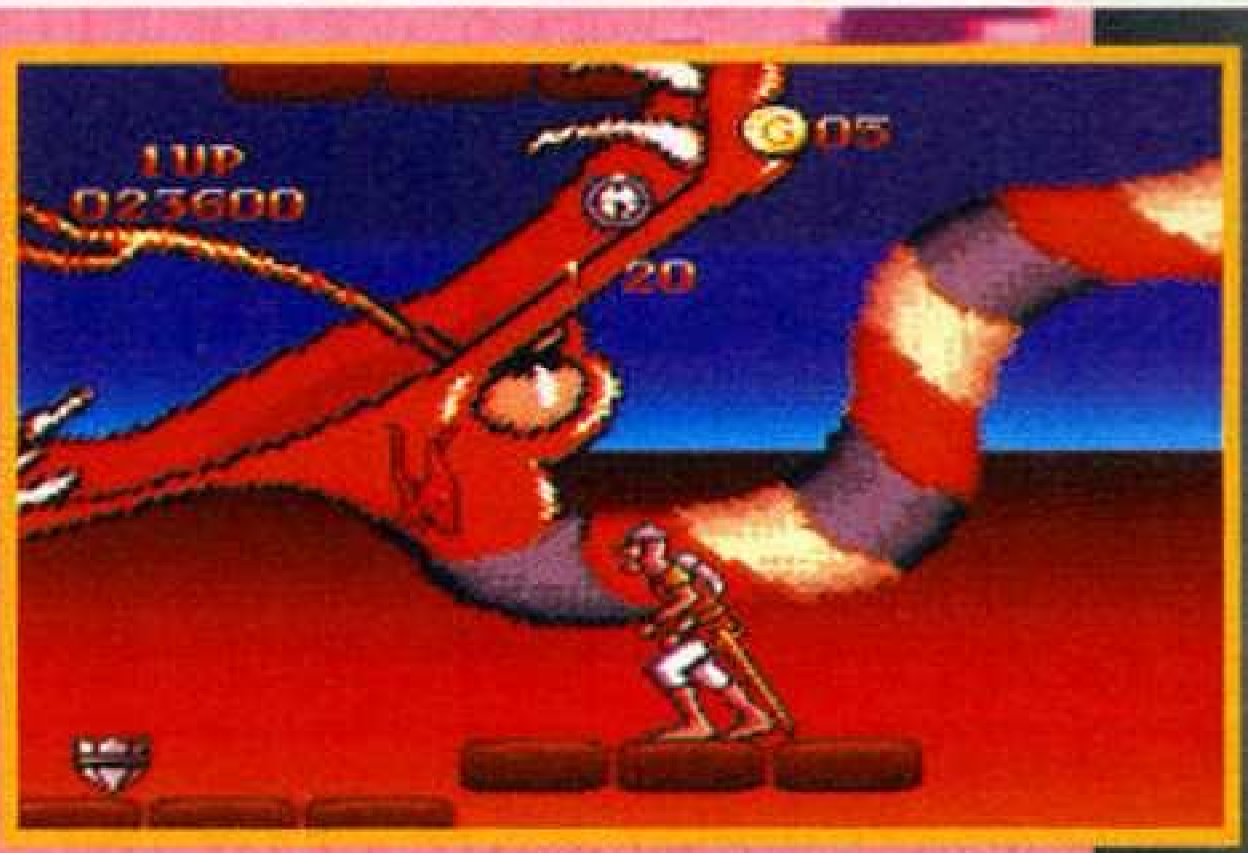
- **PRICE: £49.99**
- **BY: OCEAN**
- **PLAYERS :1**
- **MEGS: 4**

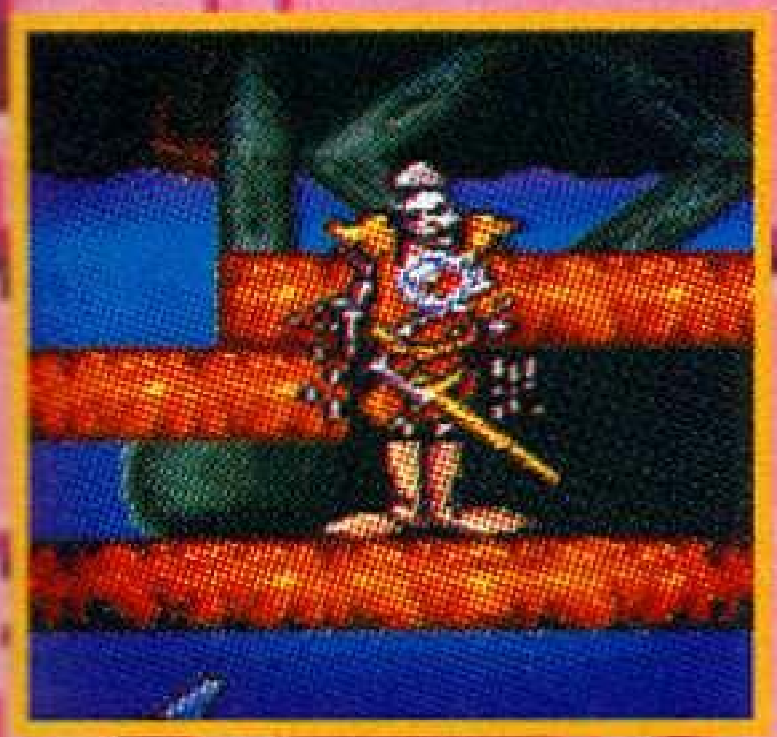
DRAGON'S LAIR

A.S 8

SNES

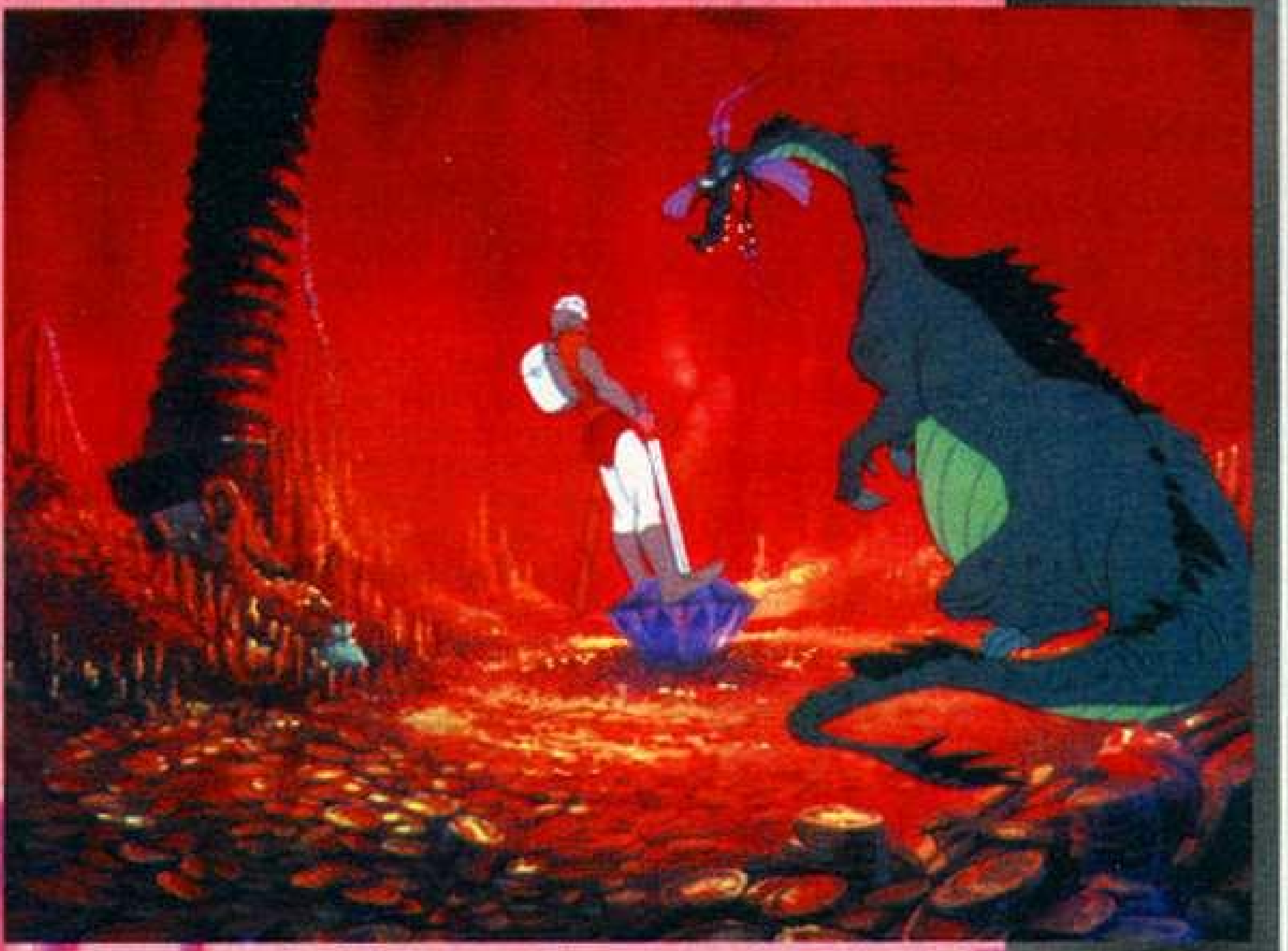
The dreaded Dragon's Lair rears its head once more, this time on the SNES. Holding much the same position in the games world as the word Macbeth backstage in theatre land, Dragon's Lair has nevertheless seen various incarnations on most formats, including the original coin-op. Sadly, most of them have been atrocious, all apart from the recent Game Boy version. Will the SNES version follow the success of its tiny cousin, or instead opt for the path trodden by the inferior NES title? Well, from the looks of things, the game is more in the mould of the Game Boy cart, that is a pretty conventional platform game.





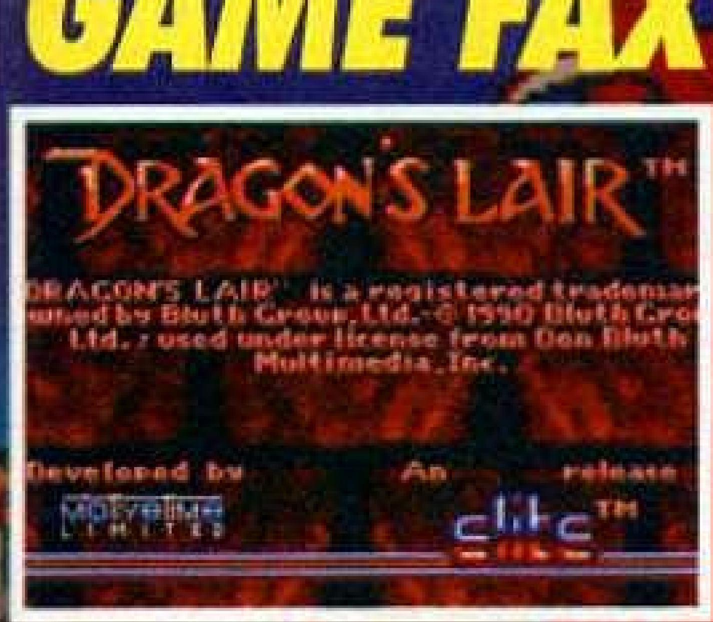
As you would expect, the emphasis of the whole game is its visual appeal. The sprites are large, well-drawn and animated and highly colourful. The backgrounds boast plenty of detail and oodles of parallax scrolling for background fans. A number of high-quality tunes following the swashbuckling spirit of the game and some decent effects, such as Dirk's sword-clanging antics and grunts of effort whilst climbing ropes add to the atmosphere.

As for gameplay, well, the first few levels we've seen did seem a little empty, hopefully the later levels will have more to do in them. Also, does the SNES really need another standard platform game? These doubts will be put to rest in a future issue, so until then just gaze longingly at the dreamy screenshots here.



▲ The original animation of Dragon's Lair was developed by Don Bluth at Sullivan Studios in America.

GAME FAX

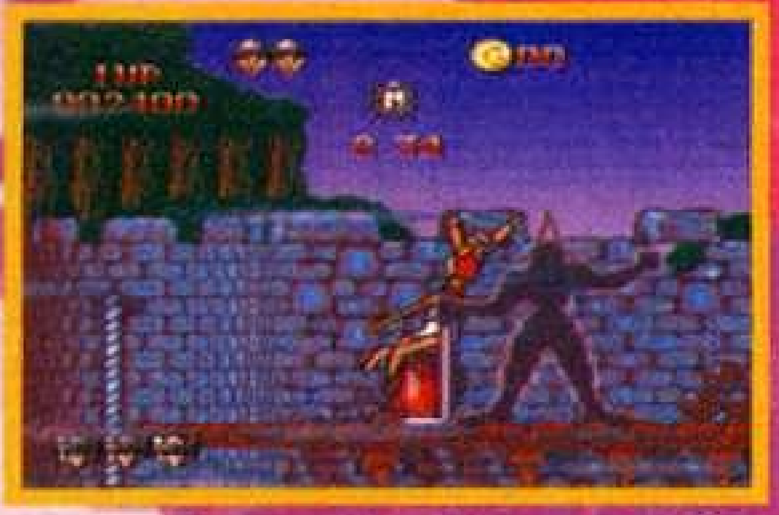


DRAGON'S LAIR™

DRAGON'S LAIR™ is a registered tradema
wned by Bluth Group, Ltd.-© 1990 Bluth Gro
Ltd.; used under license from Don Bluth
Multimedia, Inc.

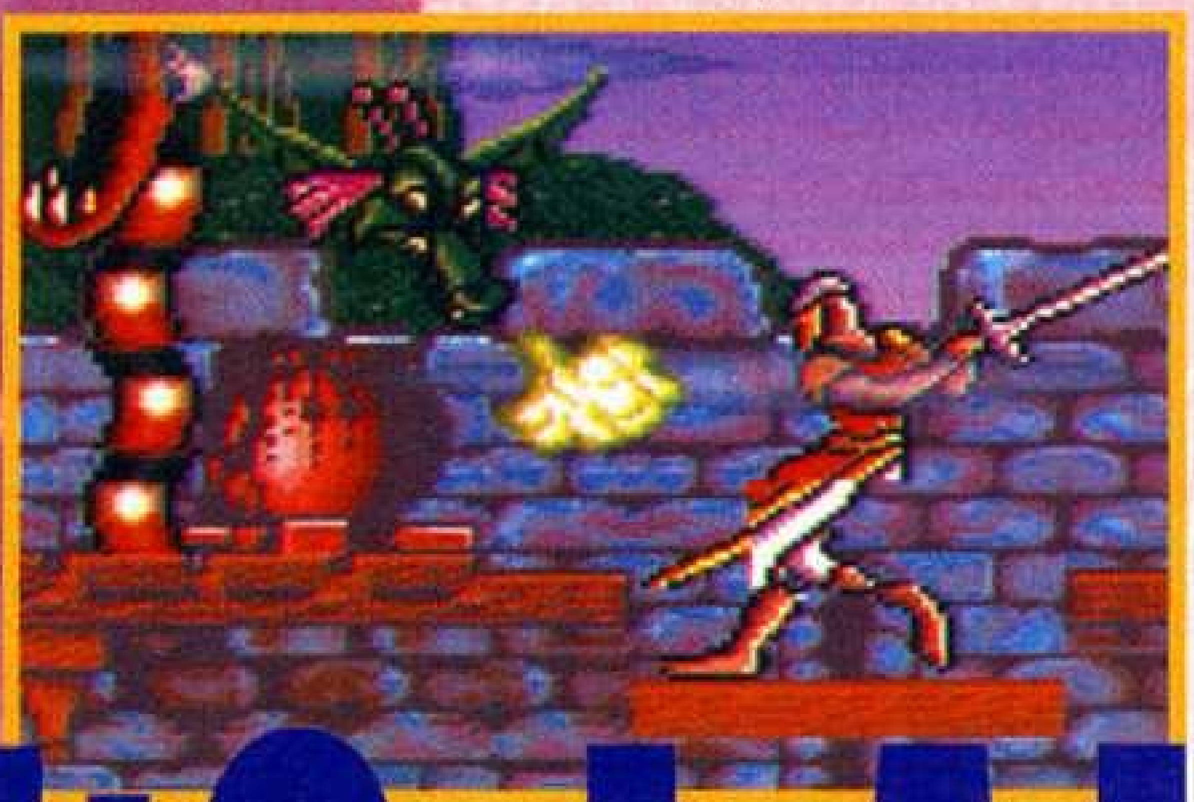
Developed by MOTIVETIME LIMITED An elite™ release

- **PRICE: £49.99**
- **BY: ELITE**
- **PLAYERS :1**
- **MEGS: 4**



▲ Dirk squares up to the Black Knight during his level one romp upon a castle battlements.

▼ A quick swing of Dirk's broadsword will put an end to this severed-head malarkey. Notice the resemblance between the flying head and the dragon (see pic above)from the coin-op?



NINTENDO MAGAZINE SYSTEM GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.
OVERALL 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.
OVERALL 74%

AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.
OVERALL 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.
OVERALL 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly.
OVERALL 74%

BATMAN
The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is super-hero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.
OVERALL 92%

BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.
OVERALL 79%

BATTLETOADS
Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!
OVERALL 91%

BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.
OVERALL 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.
OVERALL 79%

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.
OVERALL 81%

BLACK MANTA
A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.
OVERALL 80%

BLADES OF STEEL
Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.
OVERALL 85%

BLASTER MASTER
Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!
OVERALL 91%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL 88%

BOULDERDASH
Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.
OVERALL 90%

A BOY AND HIS BLOB
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!
OVERALL 91%

BUBBLE BOBBLE
Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.
OVERALL 89%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
The 50-year-old cartoon rabbit crops up on the Nintendo in a game where he must collect tons of carrots and traverse platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplisti gameplay do this game no favours.
OVERALL 35%

BURAI FIGHTER
It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.
OVERALL 79%

CALIFORNIA GAMES
Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.
OVERALL 91%

CAPTAIN PLANET
Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable
OVERALL 56%

CAPTAIN SKYHAWK
Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.
OVERALL 90%

CASTLEVANIA
Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead type with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.
OVERALL 80%

CLU-CLU LAND
One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.
OVERALL 62%

COBRA TRIANGLE
Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics,

NINTENDO MAGAZINE SYSTEM
GAME INDEX

decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.
OVERALL 94%

CRACKOUT
Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.
OVERALL 21%

DAYS OF THUNDER
Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.
OVERALL 39%

DEFENDER OF THE CROWN
Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.
OVERALL 59%

DIGGER T ROCK
At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.
OVERALL 89%

DONKEY KONG
Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.
OVERALL 45%

DONKEY KONG JUNIOR
Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.
OVERALL 46%

DOUBLE DRAGON
Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.
OVERALL 75%

DOUBLE DRAGON II
Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.
OVERALL 84%

DOUBLE DRAGON III
Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.
OVERALL 65%

DRAGON'S LAIR
Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.
OVERALL 21%

DOUBLE DRIBBLE
Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.
OVERALL 70%

DR MARIO
Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.
OVERALL 88%

DUCK HUNT
There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.
OVERALL 57%

DUCK TALES
Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!
OVERALL 90%

EXCITEBIKE
Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.
OVERALL 84%

FESTER'S QUEST
The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.
OVERALL 58%

FAXANADU
Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.
OVERALL 79%

FOUR-PLAYER TENNIS
Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.
OVERALL 85%

GALAXY 5000
Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.
OVERALL 91%

GAUNTLET II
Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.
OVERALL 90%

GHOSTBUSTERS II
Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.
OVERALL 57%

GHOSTS 'N' GOBLINS
Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.
OVERALL 55%

GOAL!
The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.
OVERALL 33%

GODZILLA
What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL 41%

GOLF
As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.
OVERALL 76%

GRADIUS
Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!
OVERALL 90%

GREMLINS II
Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.
OVERALL 87%

GUMSHOE
Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL 68%

GUNSMOKE
There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL 69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL 82%

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HOGAN'S ALLEY
Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL 60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL 62%

THE HUNT FOR RED OCTOBER
The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.
OVERALL 64%

HYPER SOCCER
A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.
OVERALL 62%

ICE CLIMBER
Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.
OVERALL 58%

IKARI WARRIORS
Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.
OVERALL 48%

IRONSWORD
This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.
OVERALL 77%

ISOLATED WARRIOR
Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.
OVERALL 80%

KICK OFF
Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.
OVERALL 36%

KABUKI
Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.
OVERALL 90%

KID ICARUS
It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.
OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU
Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!
OVERALL 93%

JACK NICKLAUS GOLF
The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!
OVERALL 48%

KICKLE CUBICLE
This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL 72%

KUNG-FU
This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.
OVERALL 72%

LIFE FORCE
This is a brill version of the Salamander coin-op, with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!
OVERALL 92%

LEGEND OF ZELDA
This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.
OVERALL 86%

LITTLE NEMO
Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.
OVERALL 79%

LOW-G MAN
Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.
OVERALL 84%

LUNAR POOL
An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.
OVERALL 75%

MACH RIDER
This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.
OVERALL 36%

MANIAC MANSION
Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around <156>50.00) is a bit of a bum rap.
OVERALL 89%

MARBLE MADNESS
In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.
OVERALL 85%

MARIO BROTHERS
In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice cute, simple game, but only truly worthwhile in two-player mode.
OVERALL 83%

MEGAMAN
It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.
OVERALL 92%

MEGAMAN II
@BOXTEXT:The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.
OVERALL 93%

METAL GEAR
Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.
OVERALL 52%

METROID
@BOXTEXT:Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusua features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.
OVERALL 80%

PUNCH-OUT!!!
With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...
OVERALL 94%

MISSION: IMPOSSIBLE
This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gamepla itself is addictive and whole lot of fun. Highly recommended.

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OVERALL 86%

NEW ZEALAND STORY
Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.
OVERALL 79%

NINTENDO WORLD CUP
There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.
OVERALL 33%

PAPERBOY
Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!
OVERALL 30%

PINBALL
This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.
OVERALL 45%

PINBOT
Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!
OVERALL 90%

POPEYE
This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.
OVERALL 67%

POWERBLADE
It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.
OVERALL 88%

PROBOTECTOR
Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.
OVERALL 81%

PRO WRESTLING
Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.
OVERALL 45%

RAD RACER
This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.
OVERALL 80%

RAD GRAVITY
Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL 82%

RAINBOW ISLANDS
Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL 67%

RC PRO-AM
RC Pro-AM is one of the most playable NES titles around: Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!
OVERALL 90%

RESCUE
Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.
OVERALL 41%

RESCUE RANGERS
Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL 88%

ROAD BLASTERS
If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL 48%

ROAD FIGHTER
Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.
OVERALL 9%

ROBOCOP
The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.
OVERALL 60%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL 76%

ROBO WARRIOR
An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.
OVERALL 51%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.
OVERALL 83%

RYGAR
The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL 70%

SECTION Z
If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL 46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL 84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.
OVERALL 26%

SHADOW WARRIOR
Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shoot-

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ers available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%

SUPER MARIO BROTHERS
Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.
OVERALL 95%

SUPER MARIO BROTHERS II
This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.
OVERALL 96%

SUPER MARIO BROTHERS III
Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.
OVERALL 98%

SUPER OFF-ROAD
Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.
OVERALL 81%

SUPER SPIKE VOLLEYBALL
Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL 83%

STAR WARS
One of the greatest sci-fi movies EVER hits the Nintendo in a truly spectacular fashion! Star Wars features many different game styles (3D blasting, platform and scrolling blasting action) each depicting a scene from the movie. Although the price tag is very high (<156>50.00), Star Wars remains the best thing since Mario III.
OVERALL 95%

SWORDS AND SERPENTS
Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%

TEENAGE MUTANT HERO TURTLES
Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.
OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL 64%

TENNIS
The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.
OVERALL 75%

TEN-YARD FIGHT
A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL 76%

TERMINATOR II
One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.
OVERALL 72%

TETRIS
This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.
OVERALL 91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.
OVERALL 65%

TIME LORD
This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.
OVERALL 60%

TOP GUN
hough this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.
OVERALL 79%

TOP GUN II
You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.
OVERALL 51%

TURBO RACING
The NES is not well catered for wher it comes to road racers, so it's nice t see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is mor than made up for by the exciting gameplay. Check it out.
OVERALL 80%

TRACK AND FIELD II
Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting canoeing, hang-gliding, Taekwondo fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL 90%

TROG
Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator III) which depict you as a caveman out to save his eggs from various prehistoric terrors The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.
OVERALL 70%

TROJAN
This is quite a decent beat 'em up, (converted from a popular coin-op o yesteryear) but though the graphics are fine, the gameplay is a bit dull. few more powerful weapons would have helped make this above-average quality game into something quite special.
OVERALL 72%

WILD GUNMAN
If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possi ble. It's quite good fun, but gets a b boring after a while.
OVERALL 67%

WIZARDS AND WARRIORS
This is a smart-looking, but simplisti platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several supe rior platform games available on the NES, the Mario games for example, and the Megaman series.
OVERALL 72%

WORLD WRESTLING
This has got well-animated graphics plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it the best wrestling game on the NES.
OVERALL 84%

WRECKING CREW
The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not

easy, and there are loads of screens and even a designer option if you want to try and make your own!
OVERALL 81%

WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL 65%

ZELDA II: ADVENTURE OF LINK

This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is probably Nintendo's top 8-bit RPG, and one of the most enjoyable games on any system. Make sure you give it a try.
OVERALL 94%

GAME BOY

ALLEYWAY

A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.
OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.
OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.
OVERALL 85%

BASEBALL

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL 75%

BATMAN

With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.
OVERALL 91%

BATTLETOADS

Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have.
OVERALL 90%

BLADES OF STEEL

Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.
OVERALL 82%

BOULDERDASH

Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.
OVERALL 90%

BOXXLE

Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.
OVERALL 83%

BUBBLE BOBBLE

Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!
OVERALL 90%

BUBBLE GHOST

This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.
OVERALL 81%

BURAI FIGHTER DELUXE

Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.
OVERALL 83%

BURGERTIME DELUXE

Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.
OVERALL 78%

CASTLEVANIA

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.
OVERALL 79%

CHASE HQ

Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.
OVERALL 42%

CHESSMASTER

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.
OVERALL 96%

CHOPLIFTER II

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!
OVERALL 92%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.
OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL 88%

DR MARIO

Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.
OVERALL 87%

DUCK TALES

Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.
OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.
OVERALL 88%

F1 RACE

The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.
OVERALL 88%

FOOTBALL INTERNATIONAL

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL 41%

FORTRESS OF FEAR

A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL 80%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.
OVERALL 80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.
OVERALL 88%

GHOSTBUSTERS II

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.
OVERALL 81%

GOLF

This is a great golf game that plays a great game of golf. Need we say more?
OVERALL 88%

GREMLINS II

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Once more it's platforms a go-go with Gremlins II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL 80%

HOME ALONE
Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!
OVERALL 38%

HOOK
In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.
OVERALL 66%

HUNT FOR RED OCTOBER
In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.
OVERALL 92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!
OVERALL 71%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL 71%

KUNG-FU MASTER
This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.
OVERALL 17%

KWIRK
This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.
OVERALL 85%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.
OVERALL 87%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL 62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL 81%

MR DO!
Adopt the mantle of Mr Do and run around a Boulerdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL 86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look.
OVERALL 80%

NEMESIS
A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL 88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.
OVERALL 79%

PRINCE OF PERSIA
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.
OVERALL 92%

QUARTH
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.
OVERALL 90%

QIX
Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.
OVERALL 81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL 64%

RESCUE OF PRINCESS BLOBETTE
NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.
OVERALL 68%

REVENGE OF THE 'GATOR
At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.
OVERALL 91%

ROBOCOP
This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.
OVERALL 72%

R-TYPE
The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.
OVERALL 82%

SIDE POCKET
Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL 73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)
Skate or Die II is an entirely different game from the original. It's a superspeedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.
OVERALL 81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.
OVERALL 89%

SNOOPY'S MAGIC SHOW
:The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL 84%

SOLAR STRIKER
After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL 69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.
OVERALL 82%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL 85%

SUPER KICK OFF
The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.
OVERALL 93%

SUPER MARIO LAND
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.
OVERALL 90%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.
OVERALL 87%

TEENAGE MUTANT NINJA TURTLES
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II
It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled

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GAME INDEX

speech. Once again, Turtle fans will love this.
OVERALL 85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.
OVERALL 86%

TERMINATOR 2
As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.
OVERALL 90%

TETRIS
@BOXTEXT:Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.
OVERALL 95%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL 59%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.
OVERALL 78%

WWF SUPERSTARS
Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.
OVERALL 85%

WWF SUPERSTARS II
Return to the ring yet again for more WWF shenaigans as you take control of Hulk Hogan and the Undertaker Similar to the first game in playing style but despite some new moves there is very little new stoff on offer.
OVERALL 78%

SUPER NES

CONTRA SPIRITS
The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!
OVERALL 95%

FINAL FIGHT
Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.
OVERALL 92%

F-ZERO
This is one of Nintendo's flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.
OVERALL 90%

LEMMINGS
Save those brainless, suicide-motivated Lemmings from death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.
OVERALL 92%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.
OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.
OVERALL 90%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.
OVERALL 93%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.
OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players.
OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.
OVERALL 94%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.
OVERALL 98%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.
OVERALL 82%

SUPER SOCCER
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.
OVERALL 79%

SUPER TENNIS
The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!
OVERALL 94%

UN SQUADRON
This side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.
OVERALL 94%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the Official version of the game because the Japanese import version has lots and lots of indecipherable foreign text.
OVERALL 95%

SYSTEM SHUTDOWN

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GAME ST

GAME BOY
BASEBALL

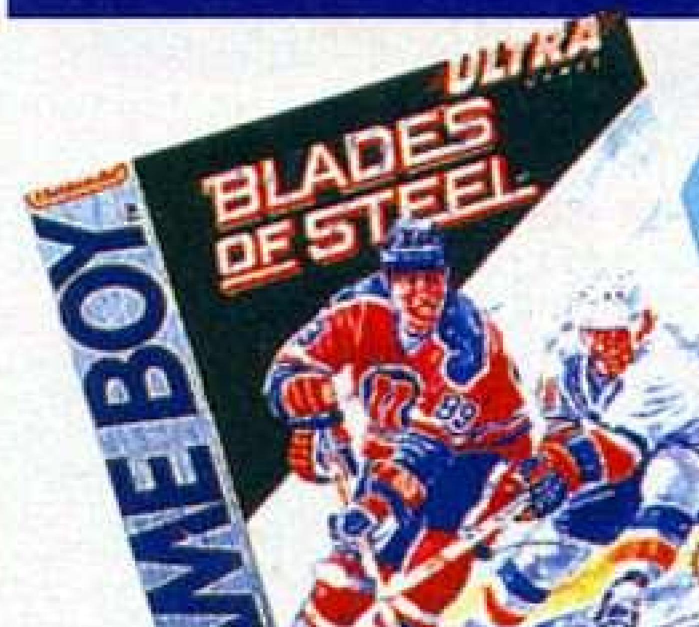
BASEBALL
BY NINTENDO
PRICE £24.99

A simple, but fun interpretation of America's favourite sport. The game is pretty challenging - the computer opponent has an annoying habit of hitting home runs at just the wrong moment - and there's plenty in it to keep baseball fans happy for hours. There's also a two-player link-up for simultaneous baseball action.

PRESENTATION 83%
GRAPHICS 79%
SOUND 69%
PLAYABILITY 78%
LASTABILITY 73%

OVERALL 75%

BLADES OF STEEL
BY KONAMI
PRICE £24.99



Containing plenty of action and excitement, Blades of Steel is an excellent interpretation of the sport. All the rules and regulations of ice hockey are catered for, and there are plenty of options to keep players challenged. Blades of Steel is good enough to be definitely worth checking out - even if you're not familiar with the sport.

PRESENTATION 85%
GRAPHICS 80%
SOUND 78%
PLAYABILITY 86%
LASTABILITY 80%

OVERALL 82%

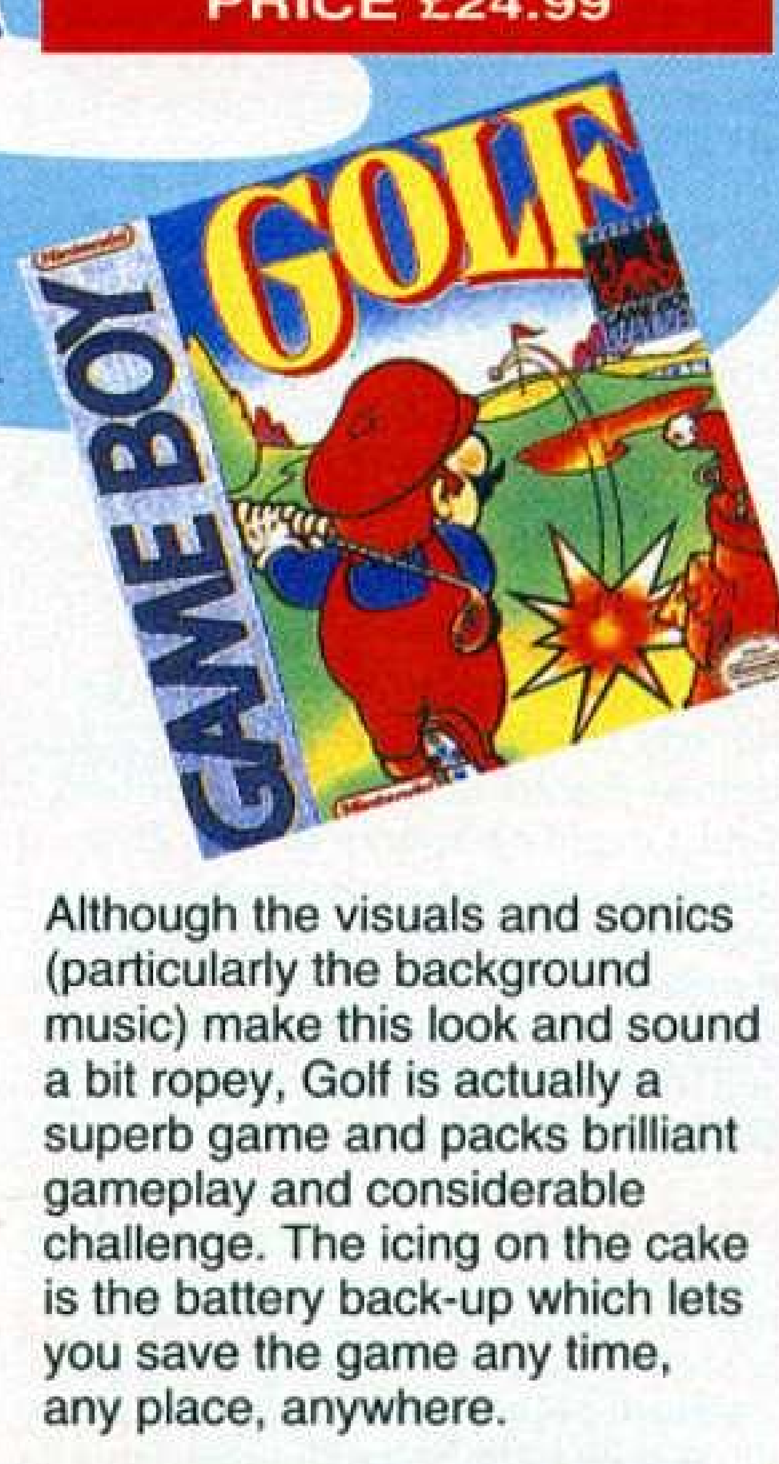
FOOTBALL INTERNATIONAL
BY NINTENDO PRICE £24.99

Although it's not quite as bad as Nintendo World Cup, this soccer game is still below average. The blurry graphics and inappropriate sound fail to inspire, the simplistic soccer action fails to get the adrenalin flowing, and after a couple of sessions you begin to get bored.

PRESENTATION 78%
GRAPHICS 48%
SOUND 47%
PLAYABILITY 45%
LASTABILITY 38%

OVERALL 41%

GOLF
BY NINTEND
PRICE £24.99



Although the visuals and sonics (particularly the background music) make this look and sound a bit ropey, Golf is actually a superb game and packs brilliant gameplay and considerable challenge. The icing on the cake is the battery back-up which lets you save the game any time, any place, anywhere.

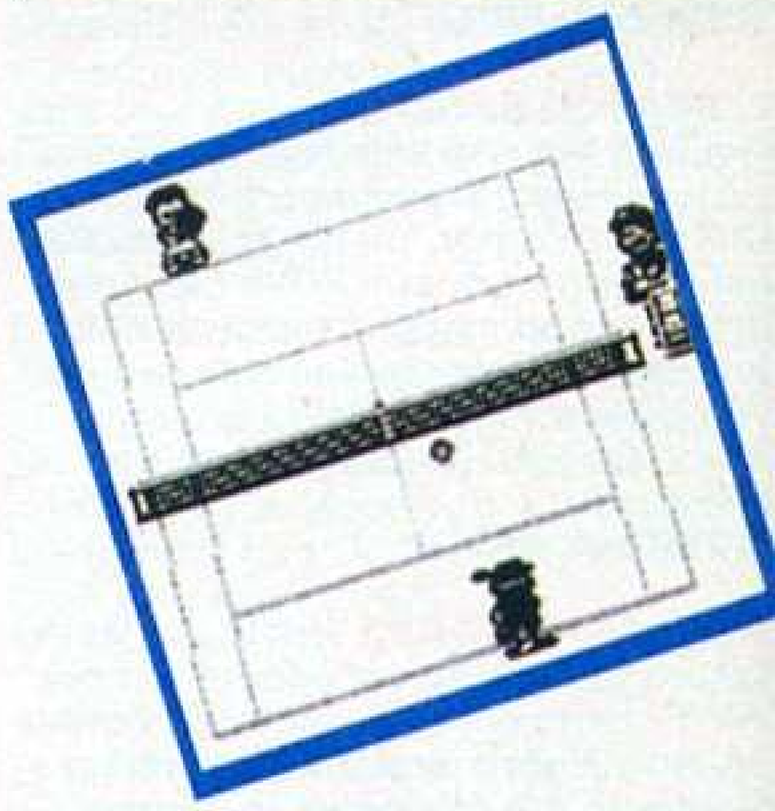
MARIO
▶CONTINUE
NEW GAME
BEST SCORE
PUSH START

PRESENTATION 89%
GRAPHICS 76%
SOUND 55%
PLAYABILITY 89%
LASTABILITY 88%

OVERALL 88%

GAME BOY
TENNIS

TENNIS
BY NINTENDO
PRICE £24.99



Playing almost identically to the brilliant Super NES game Super Tennis, Game Boy Tennis is a superb small-screen interpretation of the sport. Boasting a huge variety of shorts, four very tough computer opponents (the top level guy is a psycho!) and a two-player link-up (excellent fun), this is a must-buy for sports fans.

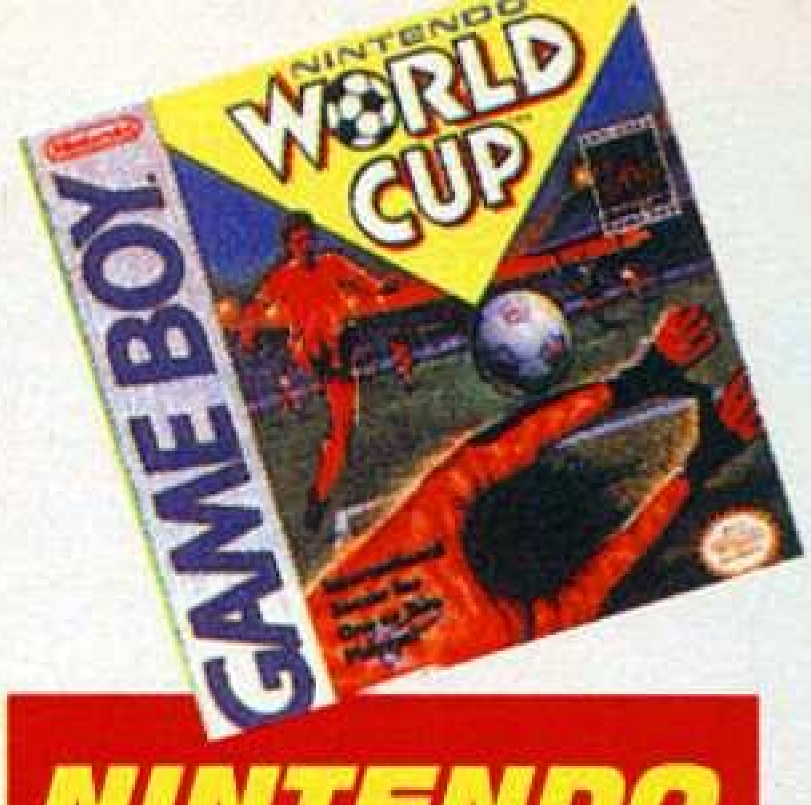
PRESENTATION 93%
GRAPHICS 79%
SOUND 63%
PLAYABILITY 87%
LASTABILITY 86%

OVERALL 86%

SPORTS

In the first of what is to become a regular feature where we spotlight specific types of console games, Jaz Rignall rounds up all the sports games currently available on Game Boy and sorts out the winners from the also-rans.

Nintendo GAME BOY



YLES

F1 RACE
GAME BOY

F1 RACE

BY NINTENDO
PRICE £29.99

Not only is F1 Race a really decent Grand Prix game, it also comes with a four-way adaptor so that up to four players can participate at once (although each player needs a copy of the game too). The action is fast and furious, and even though there's the occasional blur, it's not bad enough to impinge on the enjoyment of playing. Worth checking out, especially if you've got a load of Game Boy-owning friends.

PRESENTATION 85%
GRAPHICS 83%
SOUND 80%
PLAYABILITY 91%
LASTABILITY 86%

OVERALL 88%

FERRARI

BY ACCLAIM
PRICE £24.99

The graphics are quick and flicker-free, the presentation is good, and the sound isn't bad, but Ferrari is wrecked by its laughably unchallenging gameplay. I won the Grand Prix in one sitting, coming second in the first race, and first in all the rest. What a joke! And once you've completed it there's nothing to bring you back for another go. With a decent difficulty setting, this could have been quite good.

But it isn't. Unless you want a game you can complete in a couple of hours, avoid it.

PRESENTATION 86%
GRAPHICS 79%
SOUND 76%
PLAYABILITY 86%
LASTABILITY 23%

OVERALL 37%

TRACK MEET

BY INTERPLAY
PRICE £24.99

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.

PRESENTATION 88%
GRAPHICS 86%
SOUND 81%
PLAYABILITY 83%
LASTABILITY 63%

OVERALL 75%

SUPER KICK OFF

BY ANCO
PRICE £24.99

Although at first this seems to be very frustrating, if you're prepared to stick with the awkward controls and learn to recognise the titchy, blurry graphics, you'll actually find a brilliant football game in there screaming to get out. Packed with options and sporting a two-player mode, this is a superb football game that's highly recommended - so long as you've got the patience to master it!

PRESENTATION 93%
GRAPHICS 57%
SOUND 51%
PLAYABILITY 93%
LASTABILITY 94%

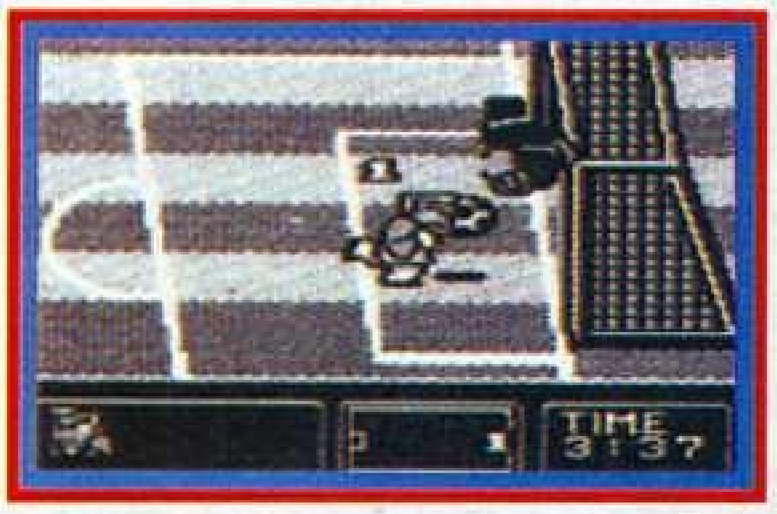
OVERALL 93%

NINTENDO WORLD CUP

BY NINTENDO
PRICE £24.99

This might have "World Cup" on the packaging, but this soccer game is definitely sub-Sunday League standard. With deformed sprites kicking around a ball that moves like it's filled with sand, this simply doesn't play like a game of football. Leave well alone and check out Super Kick Off instead.

PRESENTATION 78%
GRAPHICS 35%
SOUND 47%
PLAYABILITY 39%
LASTABILITY 24%



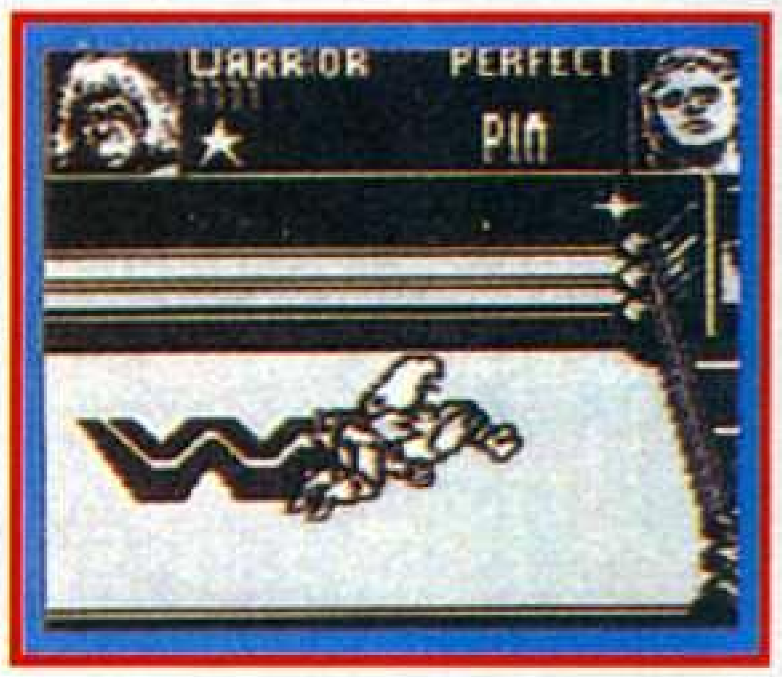
OVERALL 31%

WWF SUPERSTARS

BY ACCLAIM PRICE £24.99

WWF SUPERSTARS
GAME BOY

Featuring all your favourite WWF stars (or not, depending on your tastes), this is a thoroughly enjoyable wrestling game which features plenty of moves and an excellent two-player link-up option where the game really comes into its own.



PRESENTATION 78%
GRAPHICS 81%
SOUND 77%
PLAYABILITY 86%
LASTABILITY 84%

OVERALL 85%

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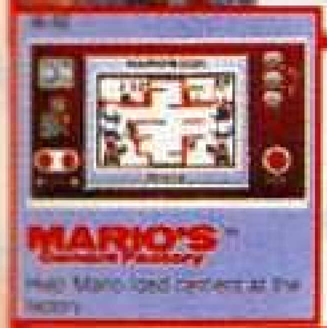

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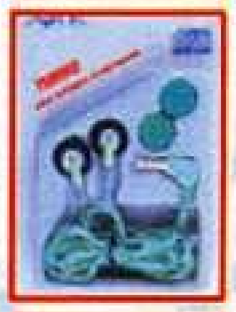

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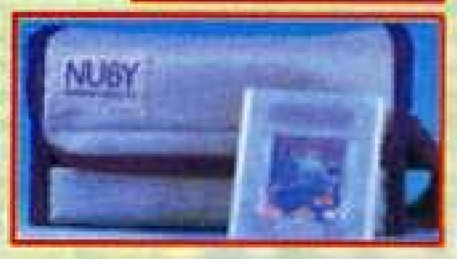

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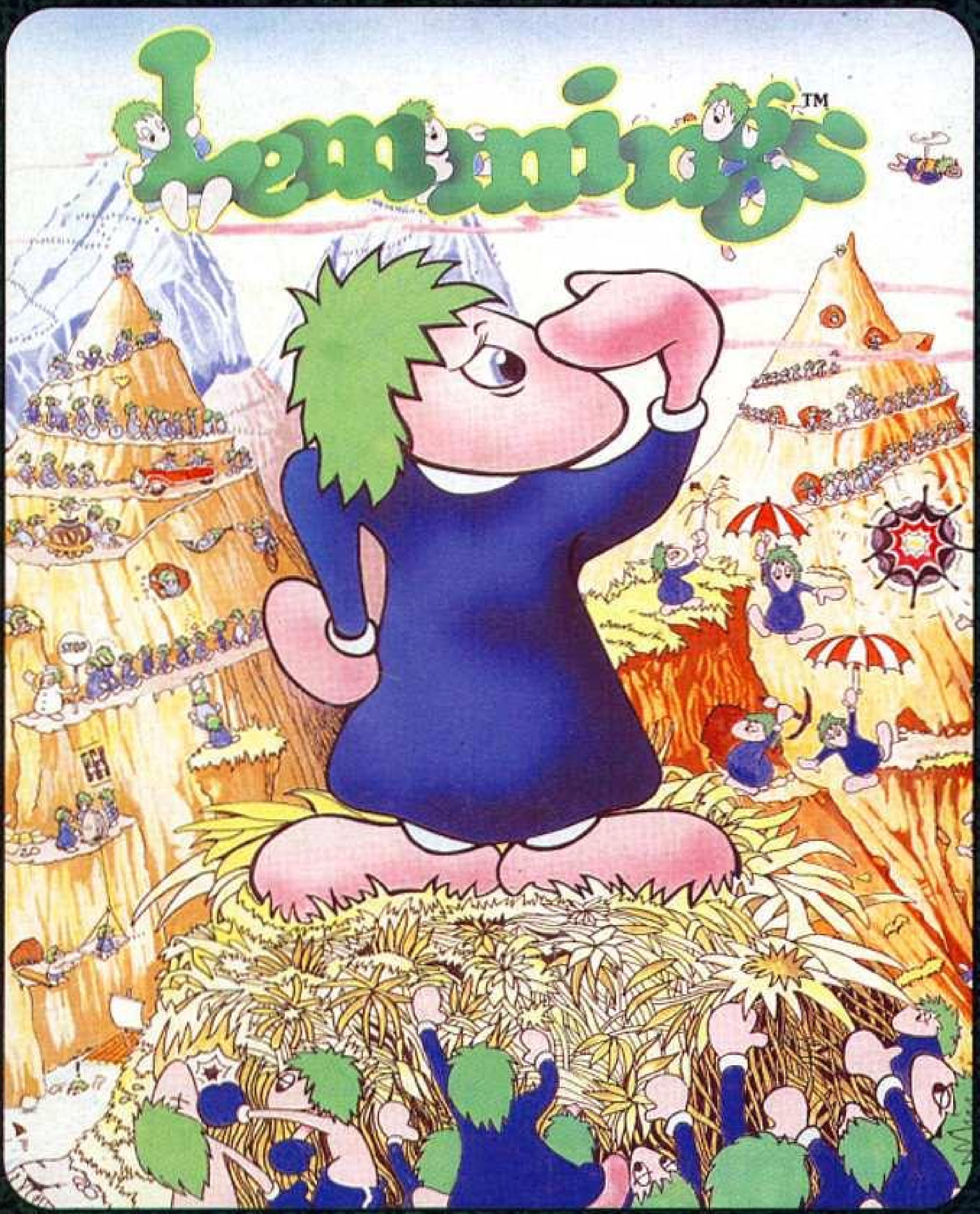

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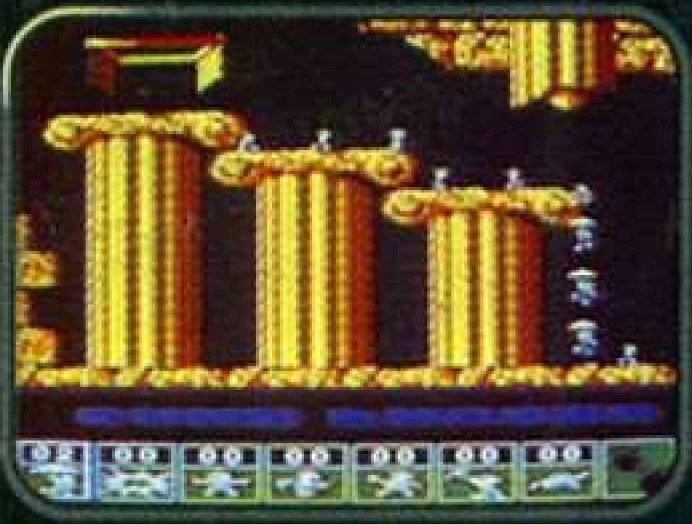

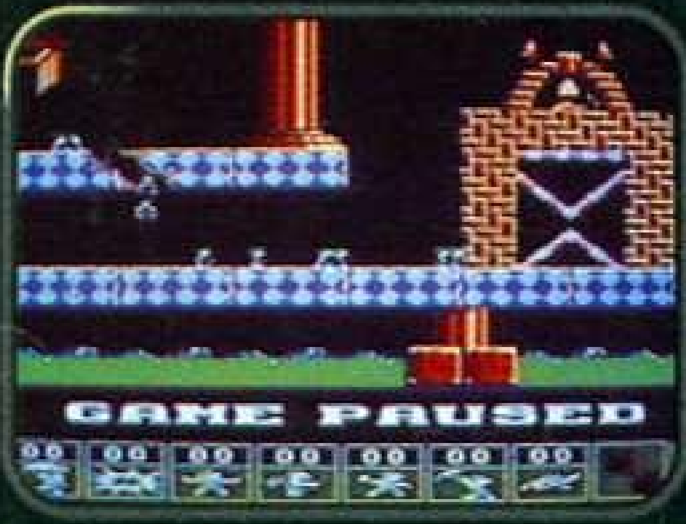

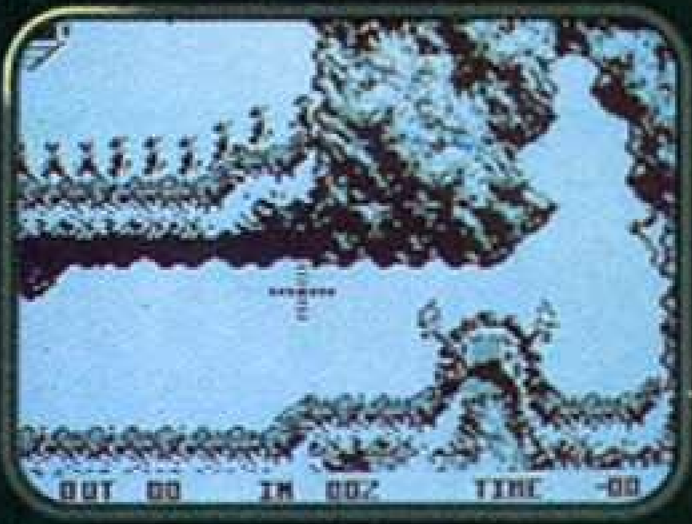

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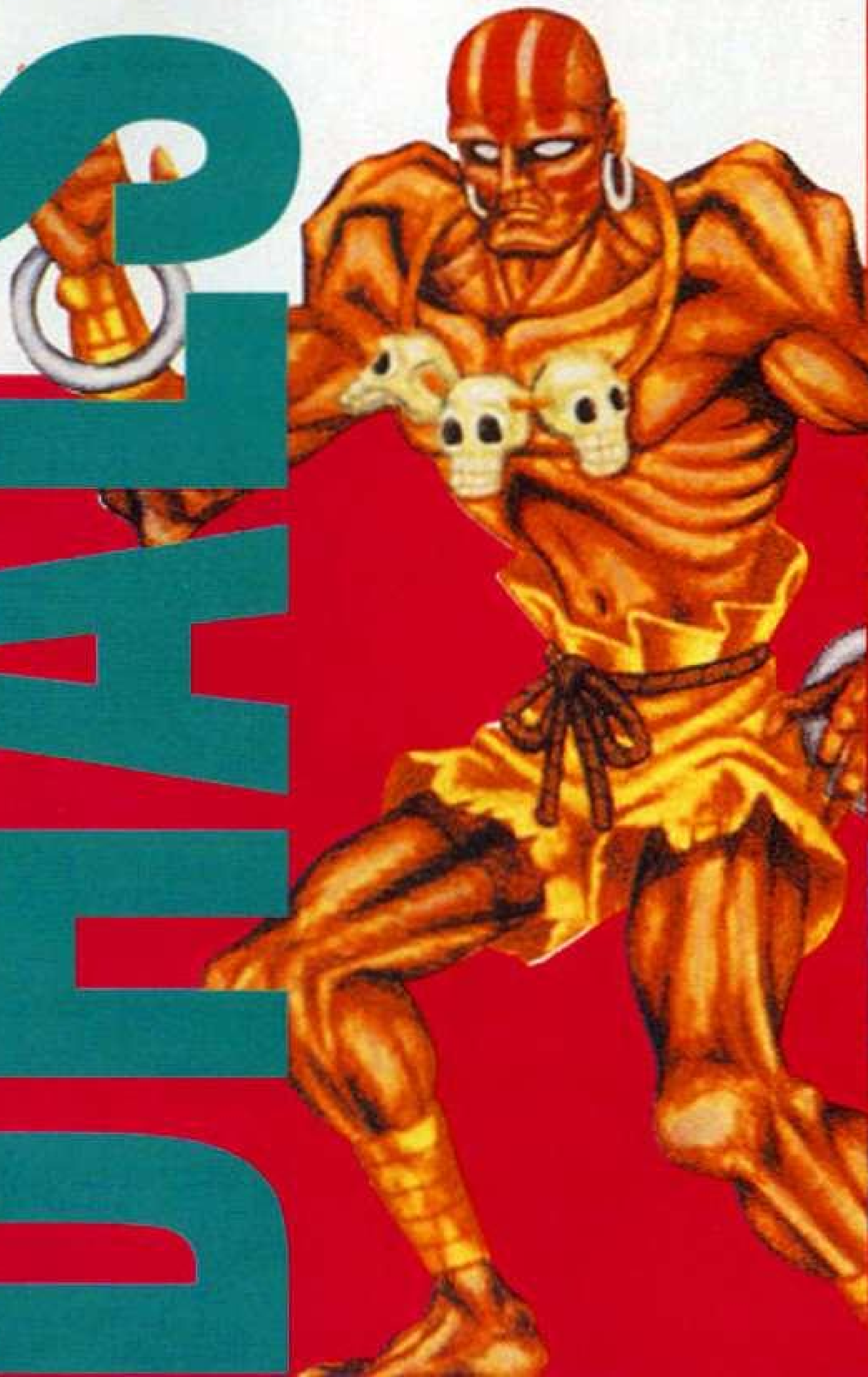
DHALSIM

STYLE: FULL-CONTACT YOGA
ORIGIN: INDIA
HEIGHT: 175 cm
WEIGHT: 48 kg
BLOOD TYPE: O

SURE-KILLING TECHNIQUES

- YOGA FLAME
- YOGA FIRE
- YOGA SPEAR
- YOGA HEAD-BASH

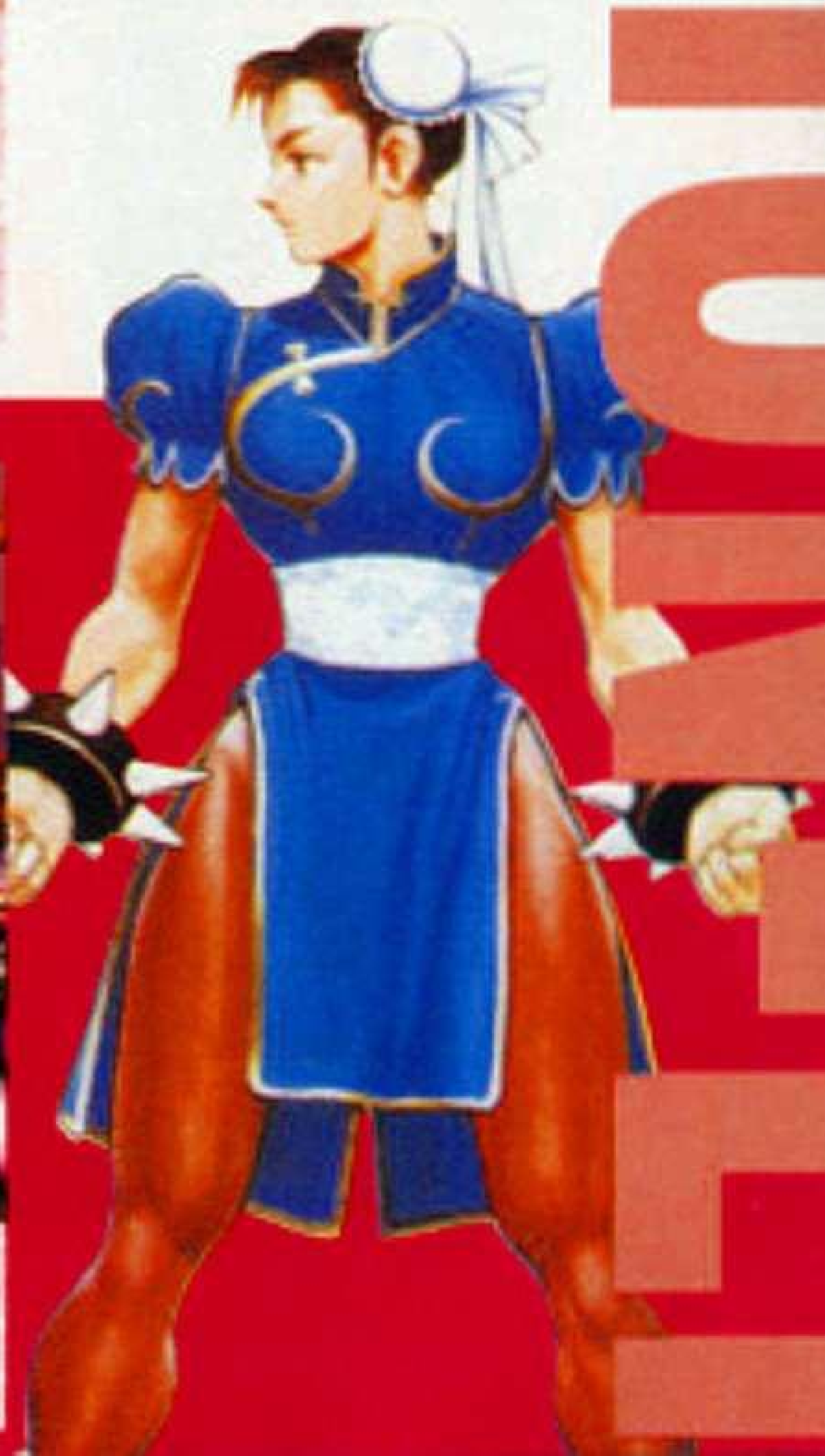


CHUN-LI

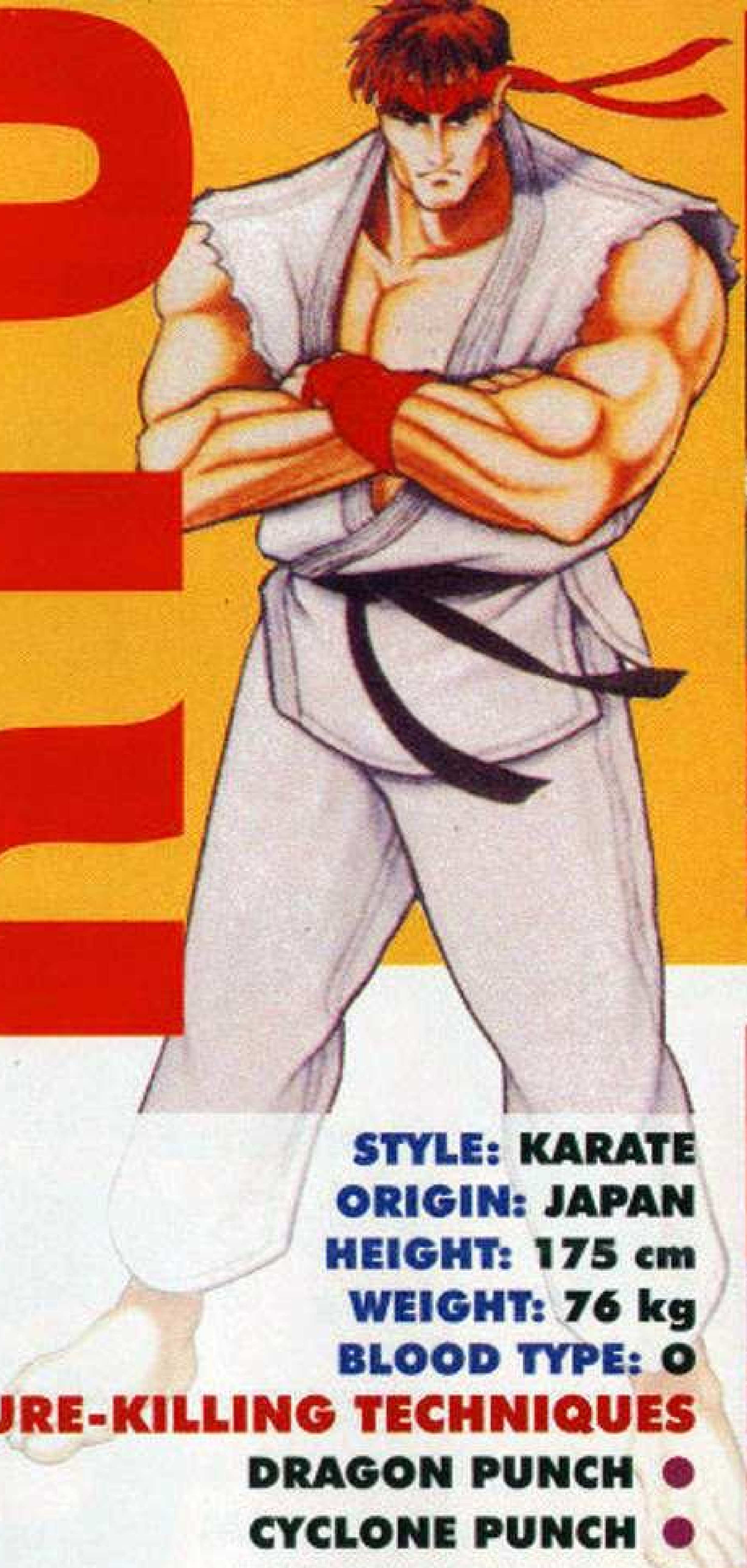
STYLE: KUNG-FU
ORIGIN: P.R.C
HEIGHT: 170 cm
WEIGHT: ? kg
BLOOD TYPE: A

SURE-KILLING TECHNIQUES

- HUNDRED-FOOT KICK
- SPINNING BIRD KICK
- BODY THROW
- MID-AIR THROW



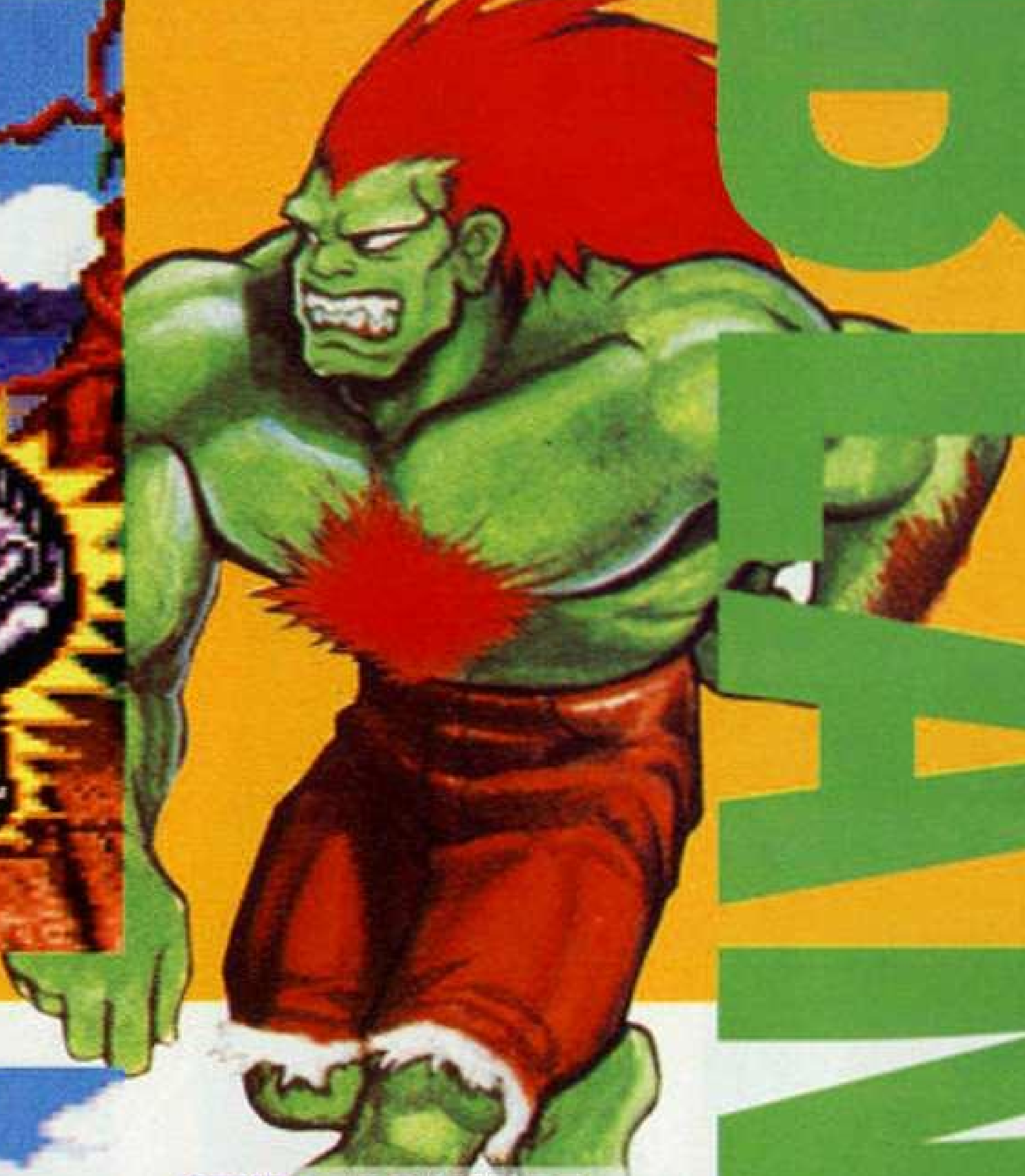
RYU



STYLE: KARATE
ORIGIN: JAPAN
HEIGHT: 175 cm
WEIGHT: 76 kg
BLOOD TYPE: O

SURE-KILLING TECHNIQUES

- DRAGON PUNCH
- CYCLONE PUNCH
- HURRICANE KICK
- BODY THROW



BLANKA

STYLE: BRAWLER
ORIGIN: BRAZIL
HEIGHT: 192 cm
WEIGHT: 98 kg
BLOOD TYPE: B

SURE-KILLING TECHNIQUES

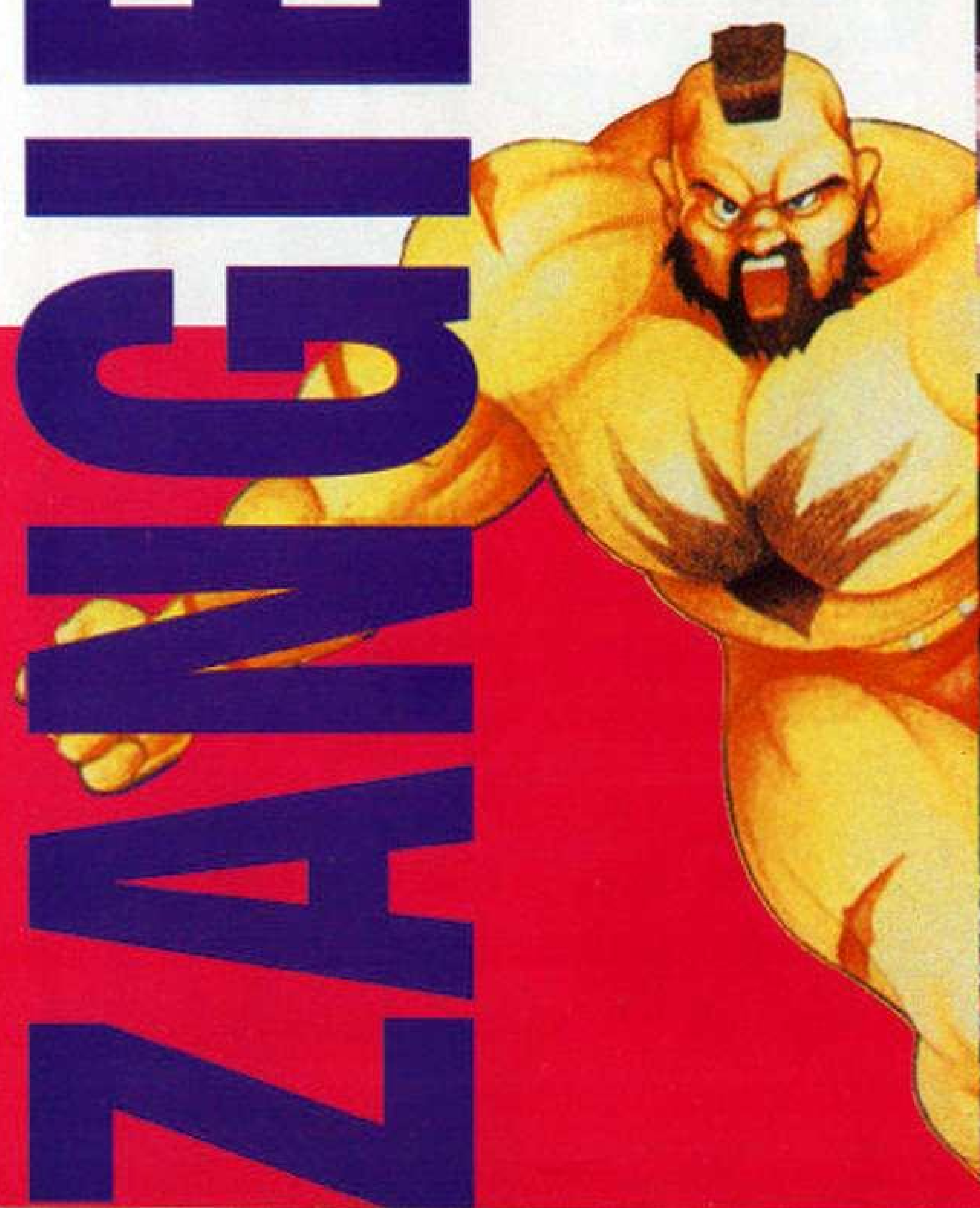
- THUNDER STORM
- CANNONBALL SPIN
- NECK BITE

ZANGIEF

STYLE: WRESTLER
ORIGIN: RUSSIA
HEIGHT: 211 cm
WEIGHT: 115 kg
BLOOD TYPE: A

SURE-KILLING TECHNIQUES

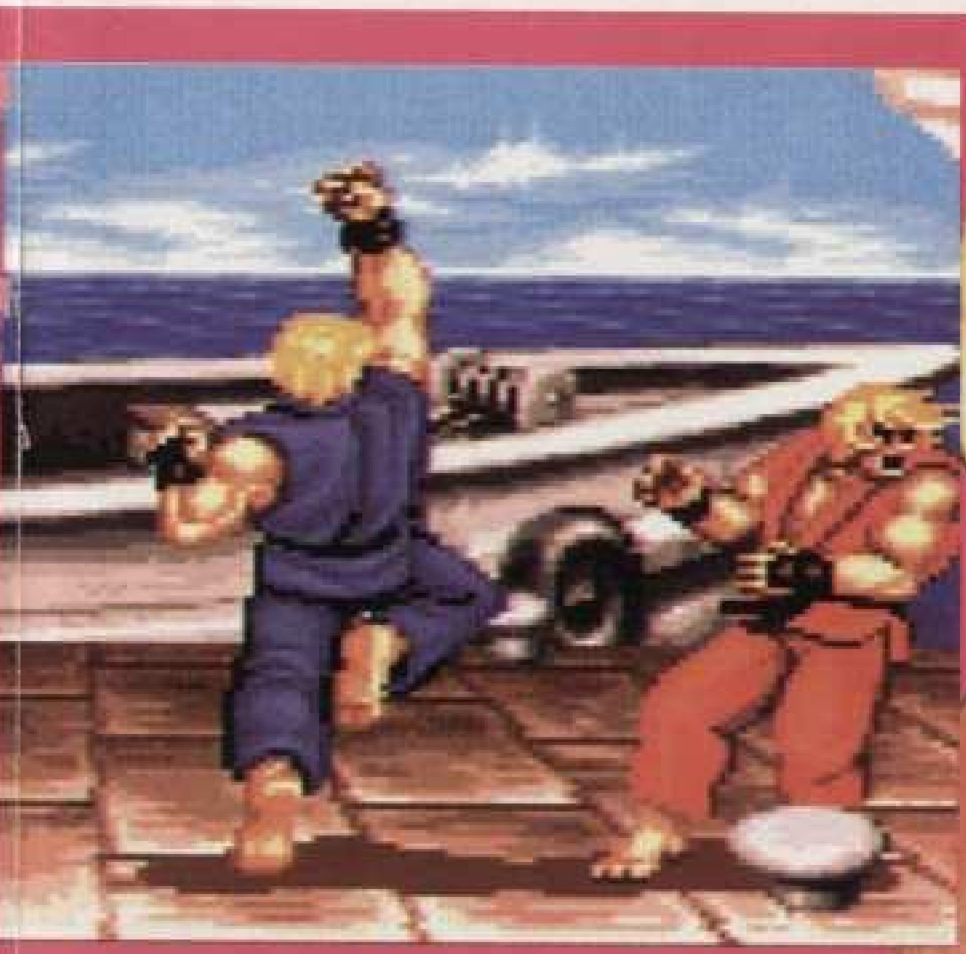
- DOUBLE LARIAT
- SCREW PILE-DRIVER
- BRAIN-BUSTER
- GERMAN SUPLEX

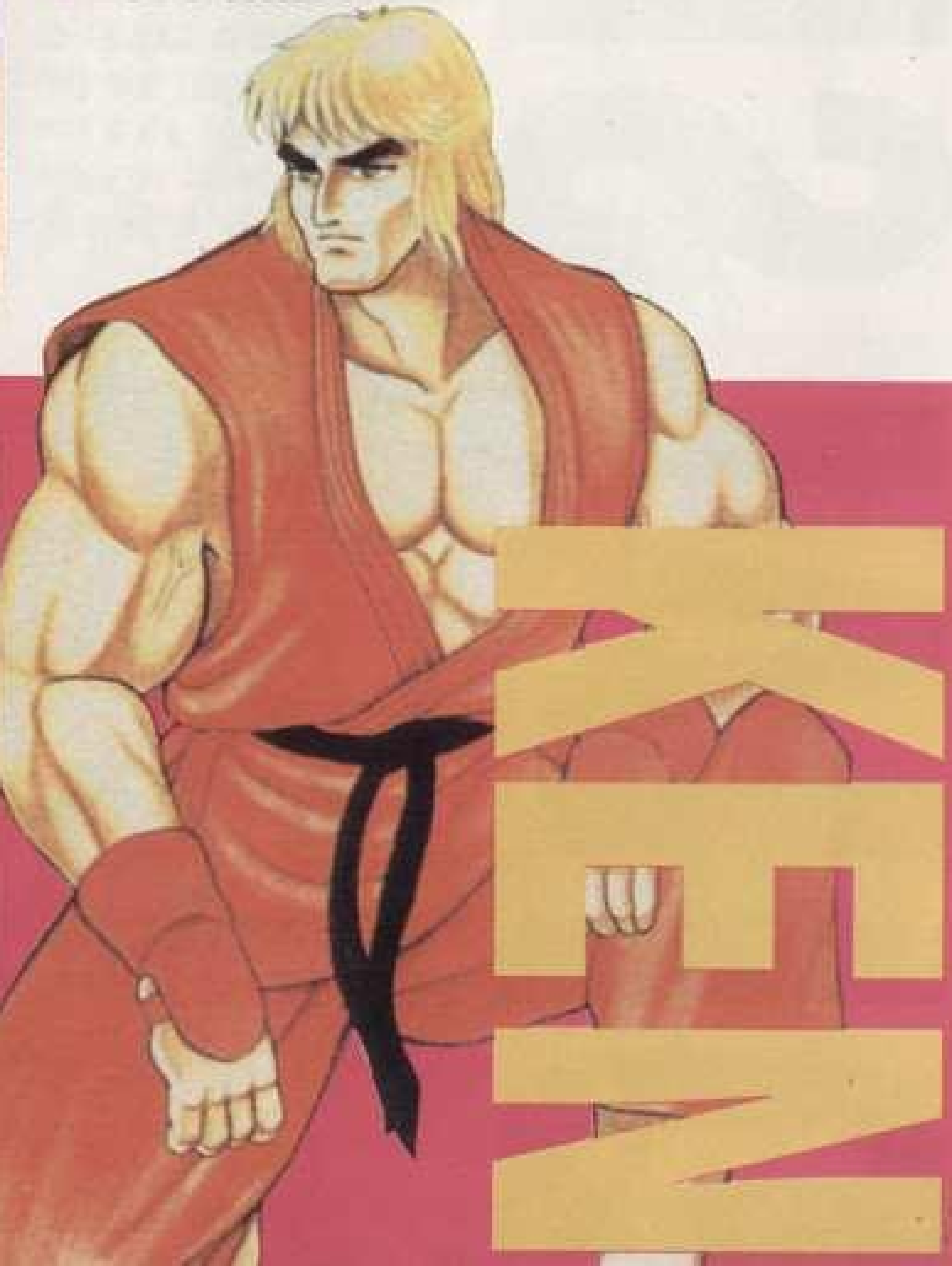


STYLE: KARATE
ORIGIN: U.S.A.
HEIGHT: 176 cm
WEIGHT: 76 kg
BLOOD TYPE: B

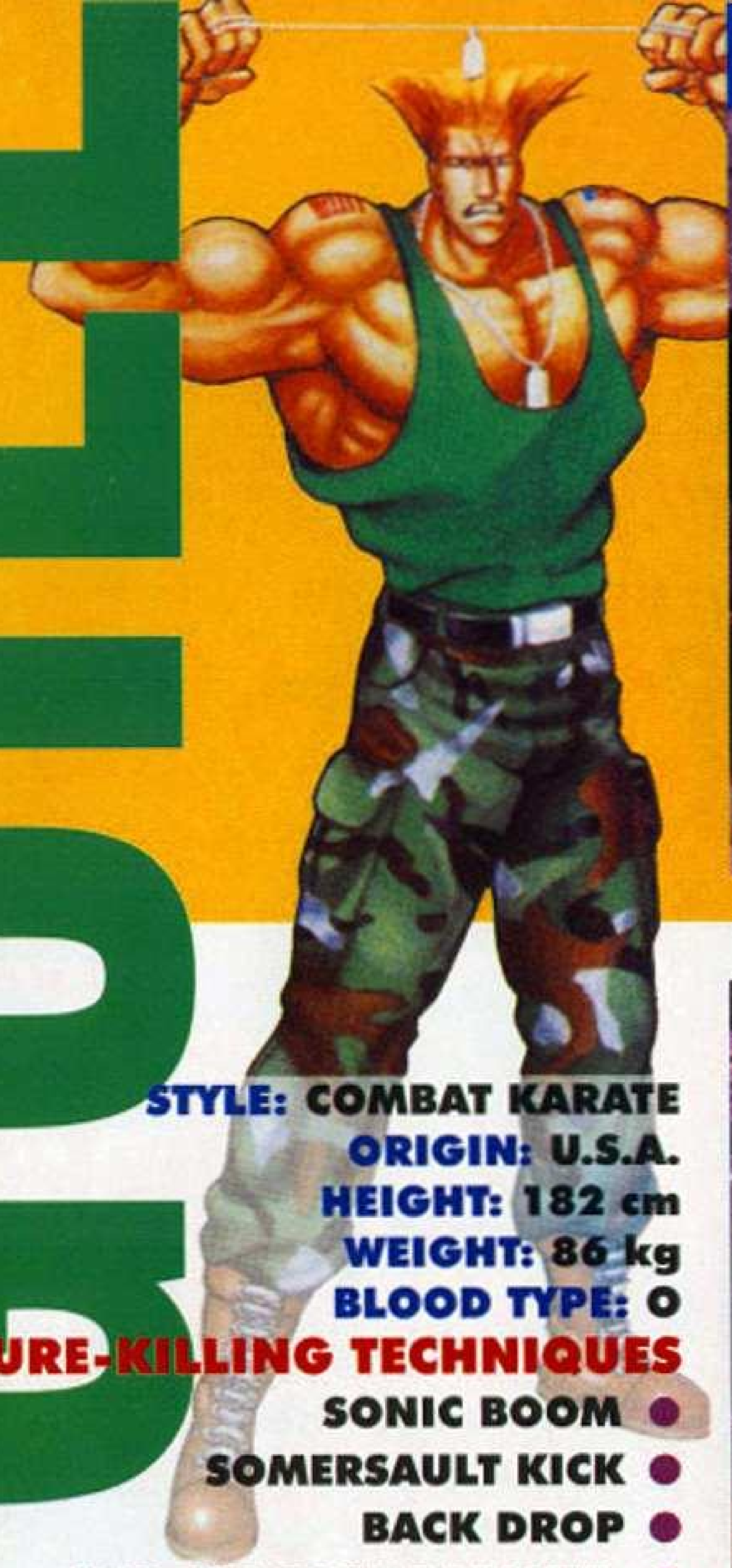
SURE-KILLING TECHNIQUES

- DRAGON PUNCH
- CYCLONE PUNCH
- HURRICANE KICK
- BODY THROW





GUILE



STYLE: COMBAT KARATE
ORIGIN: U.S.A.
HEIGHT: 182 cm
WEIGHT: 86 kg
BLOOD TYPE: O

SURE-KILLING TECHNIQUES

- SONIC BOOM ●
- SOMERSAULT KICK ●
- BACK DROP ●
- MID-AIR BACK BREAKER ●

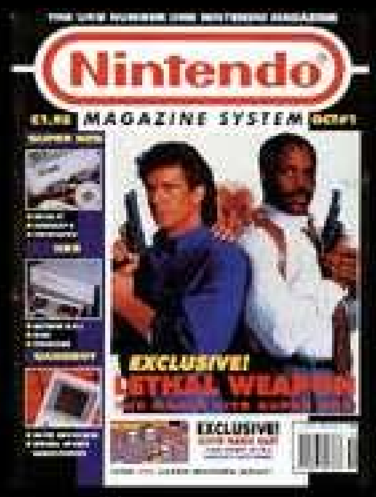
E.HONDA

STYLE: SUMO WRESTLER
ORIGIN: JAPAN
HEIGHT: 185 cm
WEIGHT: 137 kg
BLOOD TYPE: A

SURE-KILLING TECHNIQUES

- HUNDRED-HAND SL
- FLYING HEAD-RAM
- BODY CRUSH
- BODY THROW

OUT-OF-PRINT ARCHIVE



WE ARE A GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.

OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE. THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM:
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

VISIT US AT

WWW.OUTOFPRINTARCHIVE.COM

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